

**THIS ISSUE** • **EXCLUSIVES** • Black Crypt from Electronic Arts • Harlequin from Gremlin • The Manager from US Gold • Video Kid from Gremlin • **IN PROGRESS** • Die Hard II • Air Support • **ALSO REVIEWED** • Space Gun • Heart of China • Powermonger 2 • 4D Sports Driving • Mercenary 3 • Fantastic Voyage • Wayne Gretzky • **AND MORE!**



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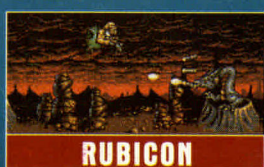


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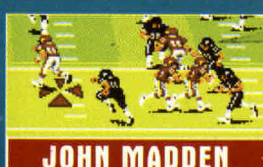
## Exclusive Review and Mega Compo



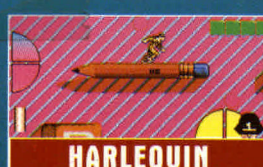
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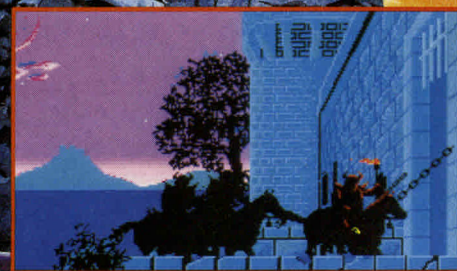
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# Abandoned Places



## A time for heroes

Frozen for centuries deep within the mountains of Kalynthia, twelve adventurers have lain waiting for the return of Bronagh, Prince of Evil.

That time has now come. They must reunite the people against the forces of darkness and fight to overcome the evil that is Bronagh. . . .

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"Abandoned Places will make Beholder look tiny. Dungeon Master seem like a brief jaunt . . . forget the size, though, and feel the quality because AP has all the trappings of a major title" "AP is an outstanding first project by any standards . . . that redefines RPGs on its terms" **Amiga Format**

"The game itself is an excellent example of state of the art design techniques but it is the interactivity and communication facilities that makes it truly outstanding" **Games X**

"This is the closest I've ever come to role playing on the computer . . . this is as near as it's possible to get" **Gamesman**

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Harlequin: Exclusive!

# Action Packed!



## News .....4

Up to the moment news on what's happening on the Amiga scene. We preview **soon-to-be-released games** and give you the low down on their development.



## Super Leagues .....10

We've compiled the most comprehensive set of games charts that you could ever hope to see. There's also a fabulous **new specialist league page**; this month it's the turn of the Racing League.



## Action Cover Disk .....15

Another month, another issue, and what a bunch of superb cover disks we've got for you this time round. We start off with the rather tasty **Abandoned Places** which should keep you enthralled as you take on the role of sword-wielding adventurer. Then it's straight on to **Ork**, where you must infiltrate enemy bases and kill everything in sight. Also on disk two we've managed to grab hold of Mindscape's **Knightmare**. Just check out the graphics here!



## In Progress Special.....24

Always with our ear to the ground, Amiga Action brings you even more overwhelmingly revealing previews. Read all about the new Storm epic film licence, **Die Hard 2**, in which you are the tough cookie Bruce Willis. **Air Support** is also under scrutiny – a strategy game with tanks, aeroplanes and plenty of killing! We also have a look at what the **Beavers** are getting up to these days.



## Giving The Game Away .....46

This month we're guiding you through the islands of Midgard in Core's **Heimdall**. There's also some handy **Microprose Golfing** hints for all you plus-four wearers. In **Abandoned Places**, you can see how you can survive in a world where aliens do not think twice about blasting you into kingdom come.



## Win Free Games Compo .....58

Yet another corking competition this time from those lovely people at **Electronic Arts** in conjunction with their spiffing game, **Black Crypt**. All you have to do to claim your totally immense prize is draw an awesomely frightening monster that will scare us all out of our (half) wits.



## Pete's Betterbuys .....80

More of the same from our resident Max Headroom lookalike. After receiving stacks of letters from the adoring public, Pete has once again given in to the demand and come up with the definitive guide to the latest **budget titles**.



## Boggit's Domain.....83

If **adventure games** are your true love and you're having a few irritating problems with your favourite dungeon then your best bet is to ask the Boggit. You can guarantee that he'll have (nearly) all the answers (again – but this time it's near the back of the magazine).

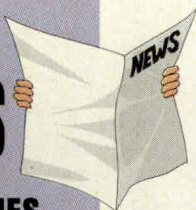


## Talkback .....94

This is the page that you write! So if you've got anything interesting to say about the mag or anything concerning Amiga gaming, then **drop us a line**. We are sorry that we can't return your letters but we do give a prize for the best ones we show, namely the game of your choice!



## SIDE LINERS



# GREMLIN GO TO THE MOVIES

### THE SAGA CONTINUES...

Several months ago we ran a review of the cutesy platform game Little Beau. At the time the game was being produced by Digital Magic and looked to be poised to storm the gaming world. After a lengthy wait, Beau still hadn't appeared and rumours abounded of his kidnapping while on holiday in foreign lands.



*Beau has been in hiding for the last few months while Millennium have been rebuilding him. This new hardened warrior now goes under the name of Kid Gloves 2.*

Then, from out of the blue, Millennium announced that they had rescued the poor mite and would be marketing the game themselves intending to release it during the Christmas period.

Finally we can bring you the full story. Beau has had a name change and is now going under the title of Kid Gloves 2 (poor thing, reduced to a sequel). The final game will have been released at the end of January for £25.99.



*After being rescued from the dustbin by Millennium you must help Beau/Kid as he travels across dangerous lands in a bid to rescue a poor maiden in distress.*



Everybody knows that a film licence makes big bucks and sells by the lorry load. Whenever the next big blockbusting movie appears, software houses all over the country clamour for the chance of producing the game of the same name and the opportunity to collect a pile of money that's big enough to bury a small town.

So what film licence have Gremlin Graphics snapped up? They could

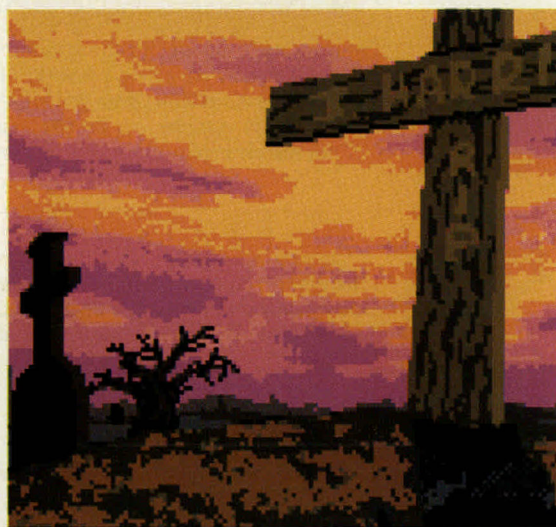
have gone for the latest Arnie film, or a big space epic that spans several galaxies or maybe a bone chilling horror story.

They didn't. Instead they opted for a movie unlike any other, a classic with no equal, Plan 9 From Outer Space. Upon its release several decades ago it was universally acclaimed as, "The most miserable spectacle ever made!" In fact many film critics hail it as the worst film made in the history of mankind.

Can Gremlin turn such a pile of intergalactic rubbish into a product worthy of their name?

The storyline behind the game doesn't follow that of its cinematic namesake. Instead, you are given the task of recovering the missing film and returning it to its former glory. You will have to travel all over the world in search of the lost film reels and use all of your cunning and ingenuity to unearth them.

The project was embarked upon in April 1991 and should be ready for release in March. This is timed to coincide with the original film being released on video and the opening of a West End musical which is to be based on its diabolical antics.



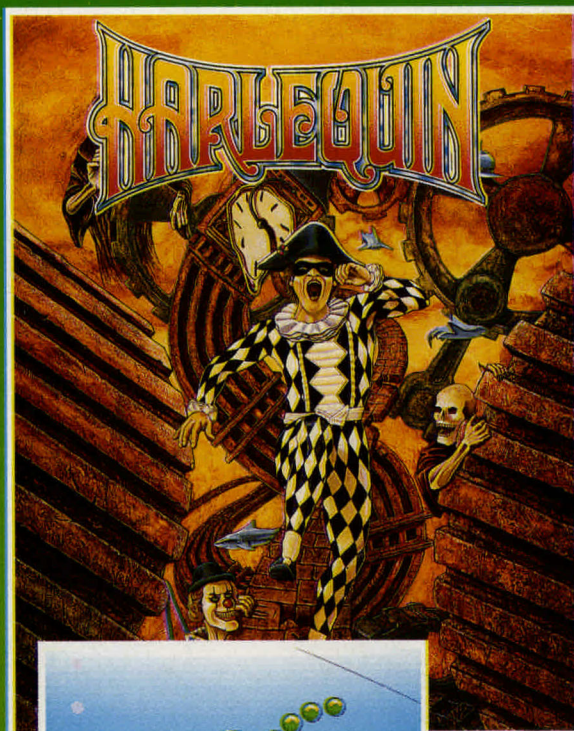


## VIDEOKID

Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and .... CRASH!....

... You're battling with an evil wizard in a far off medieval world, you have but one mission to travel through 5 time spheres and 20 battle planes out of your video!....

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Warp Factory.

## HARLEQUIN

Can you mend Chimerica's broken heart?

Harlequin has returned to his beloved homeland Chimerica to find it locked, inaccessible and broken hearted.

Calling upon a myriad of methods, Harlequin must travel across this vast ever-changing land, to seek out and replace the four segments of Chimerica's broken heart.

Harlequin's determination in his task in this ultradynamic game is matched with equal venom by the weirdest assortment of characters ever known. Harlequin is played across 850 screens that will stretch even the most ardent games players skills.

Amiga Action Accolade 93% "Harlequin is one hell of a game that is extremely innovative, exciting and challenging."

Ace Trailblazer 900 "Harlequin comes across as one of the most athletic games stars since the Prince of Persia or the great Sonic himself."

The One 90% "A superior platform come puzzle game with bags of atmosphere."

Games X. X Rated XXXXX Game of the week

"Add Harlequin to the long list of must buys from Gremlin."

Gremlin Graphics Software Ltd, Carver House,  
2-4 Carver Street, Sheffield. S1 4FS. Tel: (0742) 753423



# SIDE LINERS

## GOLDEN GAMES

US Gold and SSI are busy at the moment with two new products that will be gracing our monitors later this year. Both are tailored to cater for the more serious games player and will certainly test your grey matter.

Conflict: Korea is a strategic wargame based on the events of the Korean War in the 1950s. The game is being programmed by Morn Roger and is expected to take well over 30 hours to complete. At the moment the release date is set for the early part of May and the retail price is expected to be £34.99.



## ADVANCED SAVAGERY

Also from the US Gold stable is another in the AD and D series which is entitled Treasures of the Savage Frontier.

It follows on directly after Gateway to the Savage Frontier and is set in the same environment. As with the other games in the series players will be able to transfer characters across from their previous games, allowing you to build up seasoned adventurers over several games.

Unfortunately it will not be available until at least September but the good news is that the authors are confident that the adventure will provide 100 hours of excitement.

That must be enough to satisfy any adventurer.



006  
AMIGA  
ACTION



*Crime City is the first release from the new label of Interactive Fantasyfiction. The game will feature a high degree of graphical content, a completely mouse driven control system and a well crafted plot and narrative.*

A new name has appeared on the software scene recently. Interactive Fantasyfiction (otherwise known as IF) is a new label from the company behind Impressions, the strategy games specialists. IF will concentrate on a few very high quality adventure and role playing games each year, all with well crafted plots and narratives.

Their first release is Crime City, a contemporary graphic adventure that sees you attempting to clear your father of a murder he has not committed. Working from the few leads you are presented with at the start of the game you must unravel the thick plot before time runs out.

The game features a high degree of graphical content and a tremendous depth. Everything will be readily accessible via a point and click interface and typing will be completely unnecessary.

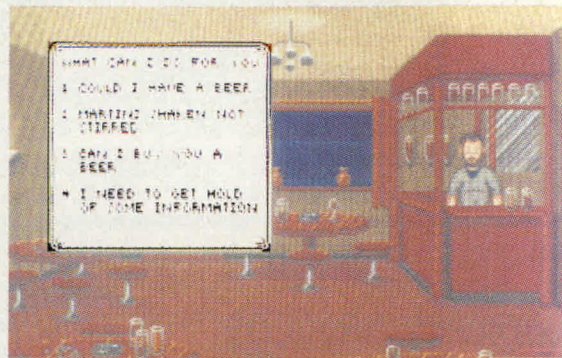
Also from IF is a fantasy role-playing epic entitled The Hand of St James. Set in the good old days of the sword and the longbow, friends are few and far between as you question suspects in your quest for justice and attempt to recover a stolen sacred object.

The Hand of St James adds to its graphic adventure format certain role playing characteristics for a new blend of gameplay. There are sword fighting combat sequences to appeal to the more violent user and you need to develop your character's attributes (including combat prowess)

*Also from IF in the near future is The Hand of St James, a graphical role playing adventure with added violence. You have to recover a long lost relic for some monks and we all know what nasty types they are.*



*A crime fighter's life is a hard one and there is nothing better than relaxing down the pub after a days work. IF have missed a fifth option from their menu. What about "Drink as much as you can before throwing up and falling over in a completely paralytic state?"*



# WHAT IF?

in order to progress through the game successfully.

Crime City will hit the streets first and will be available in the very near future and will be closely followed by The Hand of St James in April. Both will retail at £29.99.



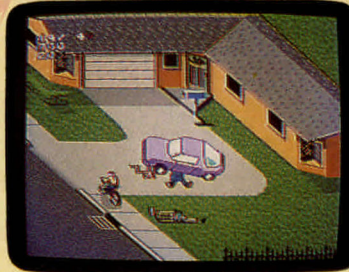
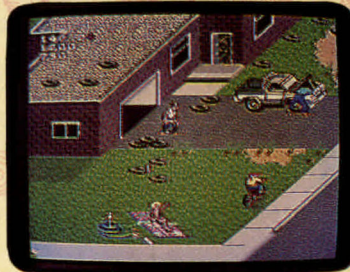
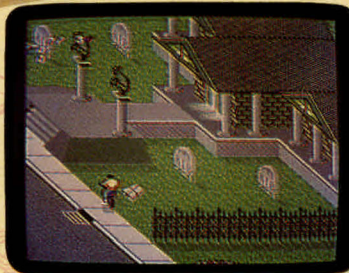
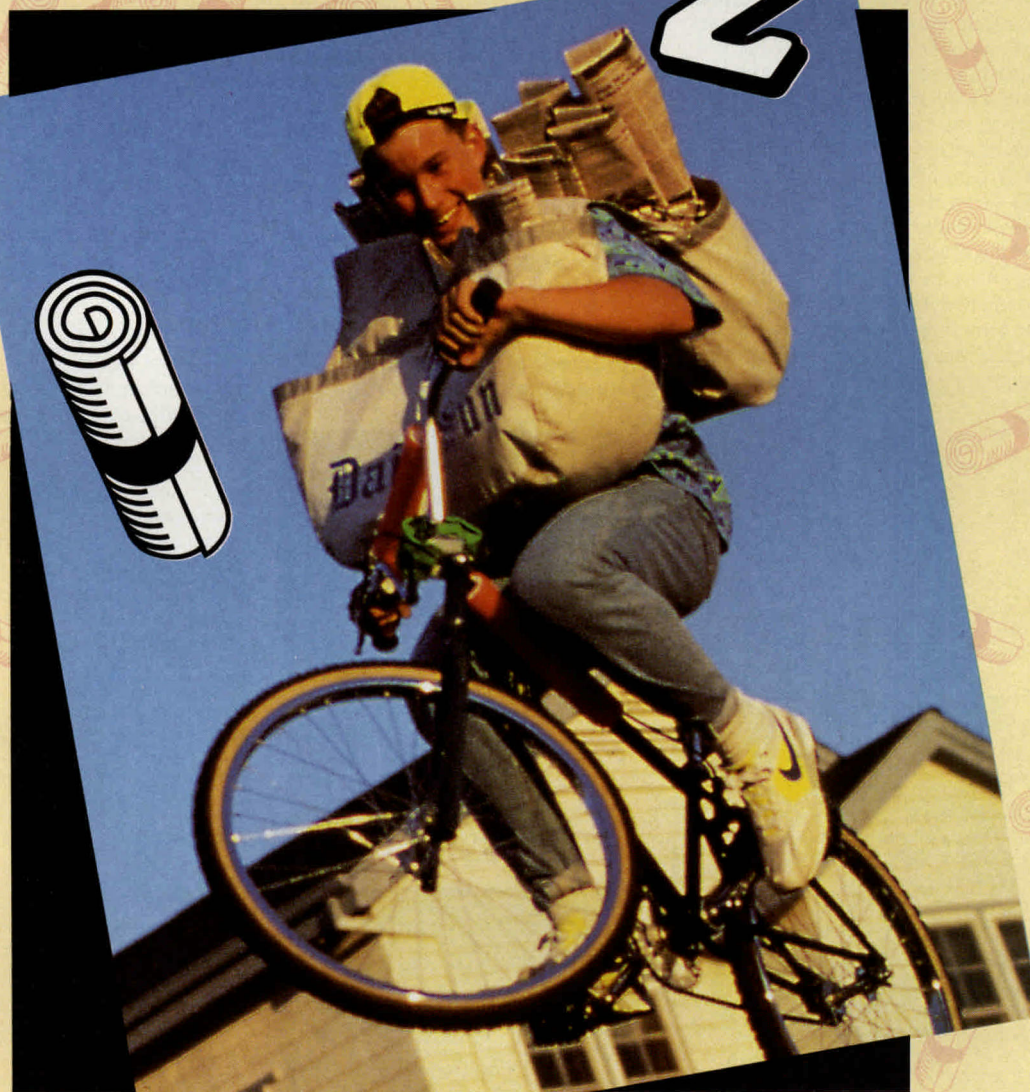
*You may be a tough hero type of guy but everybody needs a little love in their lives. This young damsel seems the right person for you so you try to pick her up with that classic line, "Would you like to come back to my place and see my water wheel?"*



**Look out - he's back!**

# PAPERBOY 2

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# SIDE LINERS

## MIGHT AND MAGIC III

The world-renowned software house, US Gold, are set to release the third game in the Might and Magic series.

The game will feature the same program system that has gone towards making the two previous games best sellers, however it will also feature increased interaction, larger play area and more NPCs.

At the present moment in time, Might and Magic III is unfortunately only currently available on the PC so it will probably be some considerable time before we see it on the Amiga.

As you can see by the five magnificent screen shots that are shown in glorious technicolour below, the game promises to be an absolutely corking effort.



**S**torm Master is a completely original (their words, not ours) power and creation simulation from Daze Marketing which combines war, politics, economics, power-broking and even arcade sequences. The plot goes something like this...

Eolliia - a remote land where myth meets truth, where constantly blowing winds are the means by which goods are moved and armies travel to war.

Plunged into chaos by the murder of the Great Master and threatened by Shaarkan, an implacable enemy, you, as new

## WEATHER THE STORM!

elected ruler, must quickly assert your authority and learn to predict and harness the strength of the winds: from such knowledge flows all power and prosperity. You must become the Storm Master!

Features include • crop production, trading, tax rates, the building of windmills, the construction of incredible flying machines as well as copious amounts of back stabbing and treachery.

Storm Master has been written by Silmarils, famous for such releases as Maya, Colorado and Metal Mutant, and is being marketed by Daze Marketing. The game should be released within the next month although no price has yet been established.



## PALACE BURN RUBBER



**P**alace have two new releases in development at the moment - Hostile Breed and Hot Rubber.

The first, Hostile Breed, is a shoot'em-up that requires fast reactions and strategic thought input from the player.

The story goes that an earthquake has damaged the walls of a research station where you work as a shuttle pilot. Now, alien life forms are invading all eight sectors of the base and if they manage to reach the centre, all the workers will die.

As mentioned before, the game

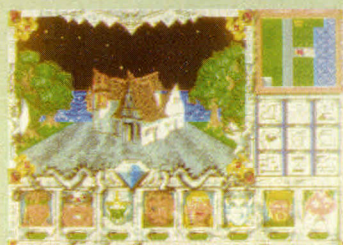
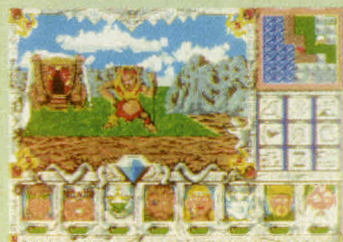
is cut into several sectors and each one features bi-directional parallax scrolling with intelligent aliens that grow, reproduce and interact both on and off screen. All action will continue in real time even when the player is in another sector.

Hot Rubber is a motorcycle simulation with attempts to recreate the exhilaration of riding a 500cc motorbike. Up to two players can participate at once over 12 different international circuits. If you don't feel confident racing against the tough guys there is a training mode incorporated. Most of the information supplied was useless so we can't really tell you a lot about this one. From the few screenshots we received it looks as if it could be pretty good.

Both Hostile Breed and Hot Rubber should be ready for release sometime in March so keep your eyes peeled. We'll give you a price as soon as we know.



*Nice bit of bodywork on this particular motorcycle, don't you think? It all depends upon how you interpret the question. Personally, I don't particularly like Kawasaki ZXRs all that much.*





# A320

A·I·R·B·U·S



*...has landed.*

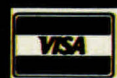
developed in cooperation with



**Lufthansa** and Deutsche Airbus



(021) 449-6772





**A** - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

**R** - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

## ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- |    |                                 |   |
|----|---------------------------------|---|
| 1  | Cruise for a Corpse             | A |
| 2  | Secret of Monkey Island         | A |
| 3  | Indiana Jones, Last Crusade     | A |
| 4  | Space Quest series              | A |
| 5  | Leisure Suit Larry series       | A |
| 6  | King's Quest series             | A |
| 7  | Maniac Mansion                  | A |
| 8  | Elvira - Mistress of the Dark   | A |
| 9  | Trial by Fire                   | A |
| 10 | Operation Stealth               | A |
| 11 | Zak McKracken                   | A |
| 12 | Maddog Williams                 | A |
| 13 | Willy Beamish                   | A |
| 14 | Heart of China                  | A |
| 15 | Zork Trilogy                    | A |
| 16 | Suspicious Cargo                | R |
| 17 | Wonderland                      | R |
| 18 | Demoniak                        | R |
| 19 | Hitchhikers Guide to the Galaxy | R |
| 20 | Maupiti Island                  | R |
| 21 | Planetfall                      | R |
| 22 | Guild of Thieves                | R |
| 23 | Stationfall                     | R |
| 24 | Codename: Iceman                | R |
| 25 | Conquests of Camelot            | R |
| 26 | Lurking Horror                  | R |
| 27 | Future Wars                     | R |
| 28 | Ultima series                   | R |
| 29 | Police Quest series             | R |
| 30 | Loom                            | R |
| 31 | Manhunter series                | R |
| 32 | Deja-Vu 1 & 2                   | R |
| 33 | Shogun                          | R |
| 34 | Spellbreaker                    | R |
| 35 | Wishbringer                     | R |
| 36 | Chronoquest series              | R |
| 37 | Enchanter                       | R |
| 38 | Sorcerer                        | R |
| 39 | Beyond Zork                     | R |
| 40 | Zork Zero                       | R |
| 41 | Suspect                         | R |
| 42 | Beurocracy                      | R |
| 43 | Deadline                        | R |
| 44 | Time                            | R |
| 45 | Infidel                         | R |
| 46 | Corruption                      | R |
| 47 | Fish                            | R |
| 48 | Jinxter                         | R |
| 49 | The Pawn                        | R |
| 50 | Suspended                       | R |

## ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- |    |                            |   |
|----|----------------------------|---|
| 1  | Dungeon Master             | A |
| 2  | Chaos Strikes Back         | A |
| 3  | Captive                    | A |
| 4  | Black Crypt                | A |
| 5  | Knightmare                 | A |
| 6  | Heimdall                   | A |
| 7  | Space Crusade              | A |
| 8  | Moonstone                  | A |
| 9  | Hunter                     | A |
| 10 | Another World              | A |
| 11 | Eye of the Beholder        | A |
| 12 | Robocop 3                  | A |
| 13 | Corporation & Mission Disk | A |
| 14 | Cybercon III               | A |
| 15 | Cadaver                    | A |
| 16 | Elf                        | A |
| 17 | Hero Quest & Data Disk     | A |
| 18 | Xenomorph                  | A |
| 19 | Barbarian II               | A |
| 20 | Rocket Ranger              | A |
| 21 | It Came... & Ant Head      | A |
| 22 | Mean Streets               | A |
| 23 | Horror Zombies from Crypt  | A |
| 24 | Unreal                     | A |
| 25 | Kult                       | A |
| 26 | Shadow of the Beast II     | A |
| 27 | Prince of Persia           | A |
| 28 | Obitus                     | A |
| 29 | Crystals of Arborea        | A |
| 30 | Voodoo Nightmare           | A |
| 31 | Gold of the Aztecs         | A |
| 32 | Abandoned Places           | R |
| 33 | Zombi                      | R |
| 34 | Ninja Remix                | R |
| 35 | Colorado                   | R |
| 36 | Bloodwych & Data Disks     | R |
| 37 | Escape from Colditz        | R |
| 38 | Head Over Heels            | R |
| 39 | The Immortal               | R |
| 40 | B.A.T.                     | R |
| 41 | Mercenary III              | R |
| 42 | The Simpsons               | R |
| 43 | Death Trap                 | R |
| 44 | Treasure Trap              | R |
| 45 | Shadow of the Beast        | R |
| 46 | Infestation                | R |
| 47 | Resolution 101             | R |
| 48 | Neuromancer                | R |
| 49 | Ran Xerox                  | R |
| 50 | Batman - Caped Crusader    | R |

## ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- |    |                          |   |
|----|--------------------------|---|
| 1  | Elite                    | A |
| 2  | Armour-Geddon            | A |
| 3  | Flames of Freedom        | A |
| 4  | Special Forces           | A |
| 5  | Starglider 2             | A |
| 6  | The Killing Cloud        | A |
| 7  | Interphase               | A |
| 8  | Dragon's Breath          | A |
| 9  | Midwinter                | A |
| 10 | Iron Lord                | A |
| 11 | Pirates                  | A |
| 12 | Millenium 2.2            | A |
| 13 | Damocles & Mission Disk  | A |
| 14 | North and South          | A |
| 15 | Covert Action            | R |
| 16 | Lords of the Rising Sun  | R |
| 17 | Robin Hood               | R |
| 18 | Narco Police             | R |
| 19 | Star Control             | R |
| 20 | Moonfall                 | R |
| 21 | Star Trek (P.D. Version) | R |
| 22 | Time Machine             | R |
| 23 | Magic Fly                | R |
| 24 | Strike Fleet             | R |
| 25 | Starflight               | R |

## STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- |    |                               |   |
|----|-------------------------------|---|
| 1  | Powermonger & Data Disk       | A |
| 2  | Utopia                        | A |
| 3  | Mega lo Mania                 | A |
| 4  | Populous II                   | A |
| 5  | Genghis Khan                  | A |
| 6  | SimCity & Terrain Editor      | A |
| 7  | Supremacy                     | A |
| 8  | Celtic Legends                | A |
| 9  | Bandit Kings of Ancient China | A |
| 10 | Battle Isle                   | A |
| 11 | Populous & Promised Lands     | A |
| 12 | Realms                        | A |
| 13 | Railroad Tycoon               | A |
| 14 | Centurion - Defender of Rome  | A |
| 15 | Breach 2                      | A |
| 16 | Harpoon                       | A |
| 17 | Murder                        | A |
| 18 | Laser Squad                   | A |
| 19 | Breach                        | A |
| 20 | Paladin                       | A |
| 21 | Deuteros                      | A |
| 22 | Warlords                      | A |
| 23 | Gettysburg                    | A |
| 24 | Armada                        | A |
| 25 | Borodino                      | A |

## PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- |    |                        |   |
|----|------------------------|---|
| 1  | Gods                   | A |
| 2  | Magic Pockets          | A |
| 3  | Nebulus II             | A |
| 4  | Switchblade 2          | A |
| 5  | Rainbow Islands        | A |
| 6  | Harlequin              | A |
| 7  | Fuzzball               | A |
| 8  | Mega Twins             | A |
| 9  | Robocod                | A |
| 10 | Leander                | A |
| 11 | James Pond             | A |
| 12 | Rick Dangerous 1 & 2   | A |
| 13 | Rodland                | A |
| 14 | Switchblade            | A |
| 15 | Toki                   | A |
| 16 | Elvira the Arcade Game | A |
| 17 | Blues Brothers         | A |
| 18 | Baby Jo                | A |
| 19 | Chuck Rock             | A |
| 20 | Brat                   | A |
| 21 | P.P. Hamme             | A |
| 22 | Flood                  | A |
| 23 | New Zealand Story      | R |
| 24 | Rolling Ronny          | R |
| 25 | Viking Child           | R |

## PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- |    |                 |   |
|----|-----------------|---|
| 1  | Lemmings        | A |
| 2  | Pipemania       | A |
| 3  | Klax            | A |
| 4  | Chips Challenge | A |
| 5  | Tetris          | A |
| 6  | Blockout        | A |
| 7  | Plotting        | A |
| 8  | Welltris        | A |
| 9  | Ishido          | A |
| 10 | Puzznic         | A |
| 11 | Nevermind       | A |
| 12 | E-Motion        | A |
| 13 | Trivial Pursuit | R |
| 14 | Atomino         | R |
| 15 | Supaplex        | R |
| 16 | Logical         | R |
| 17 | Gem'X           | R |
| 18 | Brain Blasters  | R |
| 19 | Atomix          | R |
| 20 | Revelations     | R |
| 21 | Pick'n'Pile     | R |
| 22 | Quadrel         | R |
| 23 | Loopz           | R |
| 24 | 7 Colours       | R |
| 25 | Kwik Snak       | R |



# Super League

We always aim to please and to improve the mag. Including the world famous Amiga Action Super League. Each month we'll look at a specific league, analysing the top five games and presenting you with the definitive scoring system! Are you happy? Are you smiling? Of course you are! Just turn the page for the first of these league specials featuring the Racing League.



## BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be violent.

- |    |                      |   |
|----|----------------------|---|
| 1  | First Samurai        | A |
| 2  | Last Ninja III       | A |
| 3  | IK+                  | A |
| 4  | Final Fight          | A |
| 5  | Torvak the Warrior   | A |
| 6  | Budokan              | A |
| 7  | Panza Kick Boxing    | A |
| 8  | Oriental Games       | A |
| 9  | After the War        | A |
| 10 | Shadow Warriors      | R |
| 11 | Vigilante            | R |
| 12 | Ninja Warriors       | R |
| 13 | Wrath of the Demon   | R |
| 14 | Metal Mutant         | R |
| 15 | Golden Axe           | R |
| 16 | Sword of the Sodor   | R |
| 17 | Chambers of Shaolin  | R |
| 18 | Metal Masters        |   |
| 19 | Black Tiger          |   |
| 20 | Skull and Crossbones |   |
| 21 | Darkman              |   |
| 22 | Double Dragon III    |   |
| 23 | Dynasty Wars         |   |
| 24 | Pitfighter           |   |
| 25 | Full Contact         |   |

## BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- |    |                             |   |
|----|-----------------------------|---|
| 1  | Arkanoid 2 - Revenge of Doh | A |
| 2  | Light Corridor              | A |
| 3  | Shufflepuck Cafe            | A |
| 4  | Arkanoid                    | A |
| 5  | Krypton Egg                 | R |
| 6  | Lords of War                | R |
| 7  | Botics                      |   |
| 8  | Titan                       |   |
| 9  | Ballistix                   |   |
| 10 | Impact                      |   |

## LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- |    |                              |   |
|----|------------------------------|---|
| 1  | M1 Tank Platoon              | A |
| 2  | Silent Service II            | A |
| 3  | Team Yankee                  | A |
| 4  | Silent Service               | A |
| 5  | Sherman M4                   | A |
| 6  | Operation Spruance           | R |
| 7  | Conqueror                    | R |
| 8  | Advanced Destroyer Simulator | R |
| 9  | Red Storm Rising             | R |
| 10 | 688 Attack Sub               | R |

## SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- |    |                       |   |
|----|-----------------------|---|
| 1  | Xenon 2 - Megablast   | A |
| 2  | Blood Money           | A |
| 3  | The Godfather         | A |
| 4  | Amnios                | A |
| 5  | Swiv                  | A |
| 6  | Wolfchild             | A |
| 7  | Killing Game Show     | A |
| 8  | Z-Out                 | A |
| 9  | Turrican 2            | A |
| 10 | Turrican              | A |
| 11 | Silkworm              | A |
| 12 | Agony                 | A |
| 13 | Video Kid             | A |
| 14 | X-Out                 | A |
| 15 | Bonanza Bros          | A |
| 16 | Warzone               | A |
| 17 | Atomic Robo-Kid       | A |
| 18 | Simulcra              | A |
| 19 | Alien Breed           | A |
| 20 | Strider II            | A |
| 21 | Stellar 7             | A |
| 22 | Battle Squadron       | A |
| 23 | R-Type II             | R |
| 24 | Venus                 | R |
| 25 | Midnight Resistance   | R |
| 26 | R-Type                | R |
| 27 | Ork                   | R |
| 28 | Space Gun             | R |
| 29 | The Executioner       | R |
| 30 | Pegasus               | R |
| 31 | Under Pressure        | R |
| 32 | Operation Thunderbolt | R |
| 33 | Rubicon               | R |
| 34 | Fantastic Voyage      |   |
| 35 | Armalyte              |   |
| 36 | Mercs                 |   |
| 37 | Line of Fire          |   |
| 38 | Operation Wolf        |   |
| 39 | Shadow Dancer         |   |
| 40 | Super Space Invaders  |   |
| 41 | Gauntlet 3            |   |
| 42 | Terminator 2          |   |
| 43 | Super Skweek          |   |
| 44 | Battlestorm           |   |
| 45 | Robocop 2             |   |
| 46 | Baal                  |   |
| 47 | Alien Storm           |   |
| 48 | Warlock the Avenger   |   |
| 49 | Xenon                 |   |
| 50 | Cardiacc              |   |

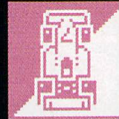
## FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- |    |                               |   |
|----|-------------------------------|---|
| 1  | Flight of the Intruder        | A |
| 2  | Falcon & Mission disks 1 & 2  | A |
| 3  | Thunderhawk                   | A |
| 4  | F-19 Stealth Fighter          | A |
| 5  | Battle of Britain & Data disk | A |
| 6  | Fighter Bomber                | A |
| 7  | Battlehawks 1942              | A |
| 8  | F-16 Combat Pilot             | A |
| 9  | Birds of Prey                 | A |
| 10 | Gunship                       | A |
| 11 | Pro Flight                    | R |
| 12 | Interceptor                   | R |
| 13 | Flight Simulator 2            | R |
| 14 | Knights of the Sky            | R |
| 15 | MiG-29M Super Fulcrum         | R |
| 16 | F-29 Retaliator               | R |
| 17 | F-15 Strike Eagle II          | R |
| 18 | A-10 Tank Killer              |   |
| 19 | MiG - 29 Fulcrum              |   |
| 20 | Tower Fra                     |   |

## RACING



If it's haring around a race track at over 100mph that turns you on then look no further than here.

- |    |                              |   |
|----|------------------------------|---|
| 1  | Lotus Turbo Challenge II     | A |
| 2  | Formula One Grand Prix       | A |
| 3  | Supercars 2                  | A |
| 4  | Stunt Car Racer              | A |
| 5  | Toyota Rally                 | A |
| 6  | Nitro                        | A |
| 7  | Outrun Europa                | A |
| 8  | Lotus Esprit Turbo Challenge | A |
| 9  | Team Suzuki                  | A |
| 10 | Super Cars                   | A |
| 11 | Indianapolis 500             | A |
| 12 | Super Monaco GP              | A |
| 13 | Combo Racer                  | R |
| 14 | Test Drive 2                 | R |
| 15 | Lombard RAC Rally            | R |
| 16 | Super Hang-On                | R |
| 17 | Hard Drivin' II              | R |
| 18 | Jupiter's Masterdrive        | R |
| 19 | Off Road Racer               | R |
| 20 | 4D Sports Driving            |   |
| 21 | RVF Honda                    |   |
| 22 | Grand Prix Circuit           |   |
| 23 | Turbo Outrun                 |   |
| 24 | Hard Drivin'                 |   |
| 25 | Badlands                     |   |

## ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- |    |                             |   |
|----|-----------------------------|---|
| 1  | Might and Magic II          | A |
| 2  | Secret of the Silver Blades | A |
| 3  | Death Knights of Kryn       | A |
| 4  | Champions of Kryn           | A |
| 5  | Bard's Tale III             | A |
| 6  | Bard's Tale II              | A |
| 7  | Starlight II                | A |
| 8  | Star Flight                 | R |
| 9  | Hard Nova                   | R |
| 10 | Shadow Sorcerer             | R |

## SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- |    |                                |   |
|----|--------------------------------|---|
| 1  | Kick Off 2 + data disks        | A |
| 2  | Jimmy White's Snooker          | A |
| 3  | Speedball 2                    | A |
| 4  | Pro Tennis Tour 2              | A |
| 5  | John Madden US Football        | A |
| 6  | Speedball                      | A |
| 7  | TV Sports Football             | A |
| 8  | PGA Tour Golf                  | A |
| 9  | Microprose Golf                | A |
| 10 | Tennis Cup                     | A |
| 11 | Games: Summer Edition          | A |
| 12 | Manchester United - Europe     | A |
| 13 | World Class Leaderboard        | A |
| 14 | Player Manager                 | A |
| 15 | World Class Rugby              | R |
| 16 | The Manager                    | R |
| 17 | Master Blazer                  | R |
| 18 | R.B.I. Two Baseball            | R |
| 19 | California Games               | R |
| 20 | Microprose Soccer              | R |
| 21 | Fiendish Freddy's Top of Fun   | R |
| 22 | International Soccer Challenge | R |
| 23 | TV Sports Basketball           | R |
| 24 | Pro Tennis Tour                | R |
| 25 | Jahangir Khan Squash           | R |
| 26 | Tip Off                        | R |
| 27 | Wayne Gretzky Hockey 2         | R |
| 28 | Disc                           | R |
| 29 | Grand Monster Slam             | R |
| 30 | Zany Golf                      |   |
| 31 | World Games                    |   |
| 32 | Projectyle                     |   |
| 33 | Purple Saturn Day              |   |
| 34 | Advantage Tennis               |   |
| 35 | WWF Wrestlemania               |   |
| 36 | Stormball                      |   |
| 37 | Italy 1990                     |   |
| 38 | Face Off Ice Hockey            |   |
| 39 | Billiards II                   |   |
| 40 | I Play 3D Soccer               |   |



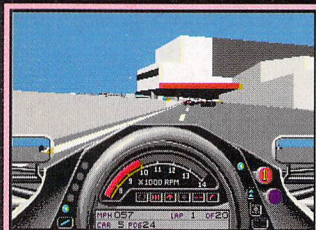
# Super League

We often smirk at the divvies in Escort XR3is as they accelerate hard along the roads, in a bid to claim the tarmac. They represent people who want to lead a racey life and think they can do it in a laughable Ford! The real thrills of speed can be better experienced on an Amiga, the driving force of all home computers...

## Formula One Grand Prix (Microprose)

As the most recent racing game in the top five of this league, all the latest technology and techniques have been utilised to create the most accurate F1 simulation. With the world's circuits mapped to precision, zipping around Monaco is a spectacle not to be missed.

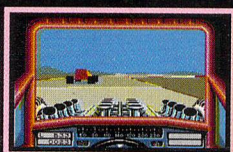
Produced by Geoff Crammond, the man who undisputedly started off the driving craze with Stunt Car Racer, he must surely be proud of his newest title. We love both F1GP and Stunt Car Racer – so should you!



## Stunt Car Racer (Micro Style)

This masterpiece started a new genre of games. Fighting to keep on the track as you negotiated chasms, banks and other features was only part of the problem. Also on the track was an opponent in the form of either a human player (by link-up) or the computer.

Unique both then and now, rumours of a Stunt Car Racer 2 have yet to be substantiated.

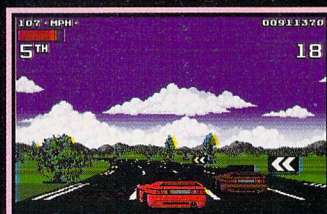


# Racing

The sequel to the hugely popular Lotus Esprit Turbo Challenge. Lotus II out sold its predecessor by twice as much, and the amount Lotus I sold in 12 months, Lotus II sold in two weeks! Featuring various weather conditions, truly exhilarating speeds, and a gobsmacking four player link-up option, it's simply the best.

Gremlin are now planning Lotus III, with programmers Shaun Southern and Andrew Morris (better known as Magnetic Fields), hoping to have the third in the series ready by Summer. Little is known about it as yet, but we can tell you that there will be a track editor for unlimited racing action.

## Lotus Turbo Challenge II (Gremlin Graphics)



## Supercars 2 (Gremlin Graphics)

Gremlin returned with yet another sequel to a sizzling original title. Calling upon all their wisdom with the likes of Combo Racer, Toyota Rally and Lotus under their belts, Supercars 2 was another Magnetic Fields creation with one or two players

competing in a overhead view racing battle. As rockets and missiles flew, the chaotic action sent the most capable of drivers crashing into the hard shoulder.

Although Supercars 2 may have been too easy to complete, it was one of those games that you couldn't help going back to.



## Toyota Rally (Gremlin Graphics)

As one of the first driving games to incorporate weather conditions that really affected car handling, this one really had success written all over it.

Game designer Fungus The Bogeyman never drove a rally car during development. Instead, he regularly played Mandarin's Lombard RAC Rally, analysed it, and then improved on it.



- 1 Lotus Turbo Challenge II
- 2 Formula One Grand Prix
- 3 Supercars 2
- 4 Stunt Car Racer
- 5 Toyota Rally
- 6 Nitro
- 7 Outrun Europa
- 8 Lotus Esprit Turbo Challenge
- 9 Team Suzuki
- 10 Super Cars
- 11 Indianapolis 500
- 12 Super Monaco GP
- 13 Combo Racer
- 14 Test Drive 2
- 15 Lombard RAC Rally
- 16 Super Hang-On
- 17 Hard Drivin' II
- 18 Jupiter's Masterdrive
- 19 Off Road Racer
- 20 4D Sports Driving
- 21 RVF Honda
- 22 Grand Prix Circuit
- 23 Turbo Outrun
- 24 Hard Drivin'
- 25 Badlands
- 26 The Cycles
- 27 Chase HQ II
- 28 Powerdrome
- 29 Overlander
- 30 Test Drive
- 31 Cisco Heat
- 32 Moonshine Racers
- 33 STUN Runner
- 34 Ferrari Formula 1
- 35 The Ultimate Ride
- 36 Hotrod
- 37 Grand Prix Master
- 38 Chase HQ
- 39 Highway Patrol 2
- 40 Drivin' Force
- 41 5th Gear
- 42 Turbo Cup
- 43 Champion Driver
- 44 Days of Thunder
- 45 Outrun
- 46 Nigel Mansell's Grand Prix
- 47 Rally Cross
- 48 Powerdrift
- 49 Vector Championship Run
- 50 Paris-Dakar 90
- 51 Iron Trackers

## SO WHO WINS THE CHAMPAGNE?

The AA Racing League is quite unique. Three of the top five are by Gremlin and Magnetic Fields, while the other two are by Microprose and Geoff Crammond. As both teams are so superior to all other competitors, it is only fair to call it a well earned draw in the constructors' championship.



# MOONSTONE

## A HARD DAYS KNIGHT

FREE  
POSTER  
IN GAME  
PACK

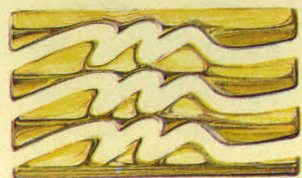


**SO MUCH FUN  
-YOU'LL DIE!**

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.



MINDSCAPE

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761



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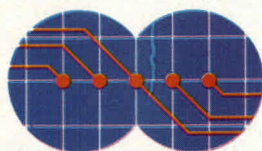
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# DISK PLAY

Most of you who like this type of game will be able to pick it up and play it virtually straight away. But for those of you who aren't as familiar here's a quick run down.

The entire game can be controlled via the mouse which tends to make things easy. The left mouse button enables you to pick up objects from any part of the screen and place them anywhere else. It is also used for casting spells by simply clicking on the spell name.

Although the movement is controlled with this button you can also use the 1, 2, 3, 4, 5 and 6 keys on the numeric keypad – preferred by some players.

The right button is mainly for using your weapons in combat by just clicking on them. In the finished version of the game there is a slight delay after swinging the sword before you can use it again to simulate the time it would take.

However, in this version there isn't that lapse so a quick presser could probably swing about ten times a second.

Therefore, in the finished games you can expect combat to be quite a lot harder!



*A deadly skeletal warrior attacks. Swing your sword wildly to rid yourself of this hideous creature of the undead.*

Without a doubt Dungeon Master is the most famous real time RPG to ever to grace the screen of the Amiga, and even now people tend to regard it as probably still the best of the genre.

Now Electronic Zoo are professing that they have made a game that will put DM to shame, with this demo only a fraction of the size of the complete game being as big as the original DM.



*Cupboards can hold all sorts of nice things. Often you will find keys that allow you to progress further into the game, but sometimes you may come across a magical weapon.*

COVER

# DISK

## ABANDONED PLACES

### ELECTRONIC ZOO

**DEVELOPMENT TEAM:** Art Games

**TRACK RECORD:** Abandoned Places is the debut release of Art Games, based in Hungary.

The game has taken a while to produce but the team are very pleased with the results. There are no plans for the immediate future but let's hope that they can build on their excellent start.

**GAME TYPE:** Role Playing

**PRICE:** £29.99 **RELEASED:** Feb 1992

### LOADING INSTRUCTIONS

Unfortunately, this demo will only run on 1 meg machines. If you are the proud owner of a full meg just pop the disk into your drive and the game will load and run automatically. I know you role-playing lot are a little slow when it comes to hardware so remember to make sure your disk is on write protect, and that your Amiga has been turned off for at least thirty seconds before loading.

ography  
25



**1** Main view screen, where you'll see the many items that are waiting for you to bump into them.

**2** Inventory box. Where you store useful items.

**3** Info box. Your surroundings or collected items will be described here in detail.

**4** Statistics. Everything you wanted to know

about your character and a little bit more besides.

**5** Movement controls. Make you move when clicked upon – you can also use the numerical keypad.

**6** Auto mapper. Saves you from having to buy pads of graph paper.

**7** Magic spells. These are handy for getting you out of deep water.

**8** Hands. This is where you place an item you would like to use. Most of the time they are occupied by weapons.

**9** Mana. This source of psychic energy powers your spells, unfortunately it runs out quickly and recharges slowly.

**10** Health points. Not a lot to say really. If they run out, you're brown bread son.



*Keep your eyes open or you might miss minute switches such as this. If you fail to activate it you will not be able to progress any further into the game.*



*Entering a room you are confronted with a horde of giant arachnids. Eliminate them quickly, while taking the utmost care not to get yourself surrounded.*



*There are plenty of aesthetically pleasing still screen shots to add to the atmosphere. Unfortunately this one means that you've been killed and the adventure is over – for now!*

**ALWAYS WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS AFTER PLAYING THE DEMO. THIS WILL REDUCE THE CHANCES OF VIRUS INFECTION.**

015  
AMIGA  
ACTION



## AMIGA BUDGET

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3 Stooges	8.99	Def of the Earth	6.99	Operation Wolf	6.99
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Adv Fruit Machine	6.99	Deluxe Strip Poker	6.99	Pacland	7.99
Afterburner	6.99	Dogs of War	6.99	Pacmania	7.99
Airbourne Ranger	7.99	Double Dragon	6.99	Phantasy World Dizzy	6.99
Arkanoid	5.00	Fast Food	6.99	Predator	6.99
Arkanoid II	6.99	Flood	8.99	R.A.C. Lombard Rally	6.99
Axel Magic Hammer	6.99	Football Manager	6.99	Rambo 3	6.99
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Batman the Movie	6.99	Gauntlet II	6.99	Shinobi	7.99
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Bubble Bobble	6.99	Hitch Hikers Guide to	6.99	Stuntcar Racer	7.99
Carrier Command	7.99	Galaxy	8.99	Switchblade	6.99
Centrefold Squares	6.99	IK+	6.99	Thunderblade	6.99
Chuckie Egg 1	8.99	Last Ninja II	6.99	TV Sports (US)	7.99
Chuckie Egg 2	8.99	Leather Goddess of	6.99	Football	7.99
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Descending the pillars are some nasty creatures who are certainly not bearing gifts. The rocks that they will hurl at you are intended to inflict as much damage as possible.



A huge dragon stands between you and an important object. His fiery breath is easy to dodge but it takes a lot of skill to actually vanquish the scaly mothermolester.



After slaying the dragon, the object you were after still eludes you. But remember, for every lock there is a key and all you've got to do is find it. Simple really!

COVER

# DISK

ORK

PSYGNOSIS

PROGRAMMER: Wayne Smithson

TRACK RECORD: Wayne began his programming career with a game called Baal. He went on to write Anarchy and Spellbound before switching to the ST (aaargh!) to write the excellent Blood Money and then Boast for the Mega Drive.

GAME TYPE: Arcade Adventure

PRICE: £25.99 RELEASED: Feb 1992

## LOADING INSTRUCTIONS

Amiga 500 owners must disconnect their external drives and extra memory before loading (strangely the demo doesn't mind the extra memory in an Amiga 500+). Switch your disk to write protect and insert it in the drive, ensuring that it has been turned off for at least thirty seconds. When the cursor appears you should type **ORK-DEMO** (the hyphen is important). Now the game will now load and run automatically.

osgrapphy

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## DISK PLAY

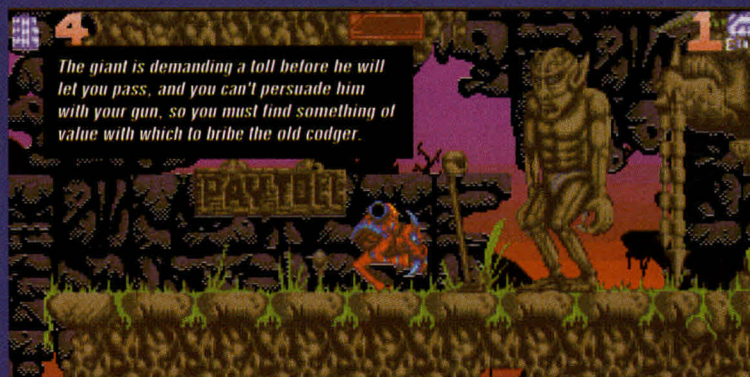
Ork's gameplay is fairly standard and can be picked up straight away. Pushing the joystick in any of the eight positions will move your Ork in the respective direction, and the fire button activates your weapon.

Any object that you find can be picked up by just walking across the item. There are two types of collectibles that you will come across. The first of which is the extras that will be used instantly to heal your wounds or give you extra ammo for your gun.

The second kind comprises of the more important objects that you need to complete the demo. You will know these because as you gather them they will appear in your inventory box. To use these items you need to first press the Space Bar to highlight the inventory box and then use the joystick to select the item you wish to use. Lastly, press fire to drop it, and if you're in the right place it will be automatically utilised.

## ORK THIS WAY

- 1 Inventory
- 2 Ork (You)
- 3 Object
- 4 Current Ammo
- 5 Health Status
- 6 Fuel (not in demo)
- 7 Monsters
- 8 Score



The giant is demanding a toll before he will let you pass, and you can't persuade him with your gun, so you must find something of value with which to bribe the old codger.

If you are an avid reader of Amiga Action then you will remember our review of Psygnosis' Ork a few months back. The game is just about to be released now, so to remind you what it was like and to let you have a bash yourself we've managed to get a demo from those lovely people over at Liverpool.

The demo is only a small part of the game and it's not been made too hard for you, but nevertheless it still has the addictive qualities of the original. So get playing, and see if it's the type of game for you.

ALWAYS WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS AFTER PLAYING THE DEMO. THIS WILL REDUCE THE CHANCES OF VIRUS INFECTION.



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**1** The main view screen will show you what monsters are about and if there's treasure to collect.

**2** The oracle is quite a handy item giving valuable information.

**3** This is the stuff that you want to look after - your hit points, stamina and magical mana levels (from left to right).

**4** These icons move you around the dungeon. Or use the keys on the numeric keypad.

**5** Weapons are what you need to keep those gruesome monsters at bay.

**6** Aaaargh! It's those monsters again!

**7** Clicking on this icon displays all four of the

characters' objects which you can swap around.

**8** If you don't like the colours use the preferences to change 'em.

**9** Getting some beauty sleep heals your wounds and returns lost mana quickly.

**10** This allows you to save your position.



Role playing has increased to enormous proportions over the years in the shape of books, board games, computers and even television. Knightmare has been popular since the day that it was run on ITV and it has already reached the home computers via Activision about two years ago, but unfortunately they didn't do a very good job of it.

So to put things straight Tony Crowther (well known and respected by most veteran 8-bit owners) has stepped in and has programmed a new version of the game for Mindscape, and pretty bloody good it is too.

## DISK PLAY

If the demo alone wasn't juicy enough for you then get a load of this. If and when you happen to get to the end of this mega demo you will be able to find a special code word and an address to send it to. The first few people (about ten I think) will win free copies of the actual game (gasp!). So get stuck in and you never know you might be one of the extra lucky few.

### PROBLEMS, PROBLEMS

If you are having trouble with either of your coverdisks, place the offending article in a sturdy envelope and send it to:

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COVER

# DISK

## KNIGHTMARE

### MINDSCAPE

**PROGRAMMER:** Tony Crowther

**TRACK RECORD:** Tony began his impressive career way back in the days of the 8-bit machines for Alligator, a rather good company in those days. His latest game on the Amiga was the mega Captive that ranked very highly in our league table.

**GAME TYPE:** Role Playing

**PRICE:** £30.99 **RELEASED:** Feb 1992

### LOADING INSTRUCTIONS

As usual (here I go again, sigh!) make sure the disk is on write protect to avoid any viruses infecting the disk and your Amiga has been turned off for at least thirty seconds before inserting the demo disk into the drive. If this has been done, take your disk and put it in the drive and wait for a cursor to appear. Now type KMACTION and the demo will load automatically. Now all you have to do is play it!



This is where all your objects go, but you can only carry a limited amount. Another problem is that some things may be too heavy for some of your characters to carry, so you'll have to distribute them equally.



The higher your statistics are, obviously the better are your chances. Your skills will also make a lot of difference. For example a low level mage will not be able to access many of the more important spells.



ography

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ALWAYS WRITE PROTECT YOUR DISK AND TURN YOUR AMIGA OFF FOR 30 SECONDS AFTER PLAYING THE DEMO. THIS WILL REDUCE THE CHANCES OF VIRUS INFECTION.

019  
AMIGA  
ACTION





# Black Crypt

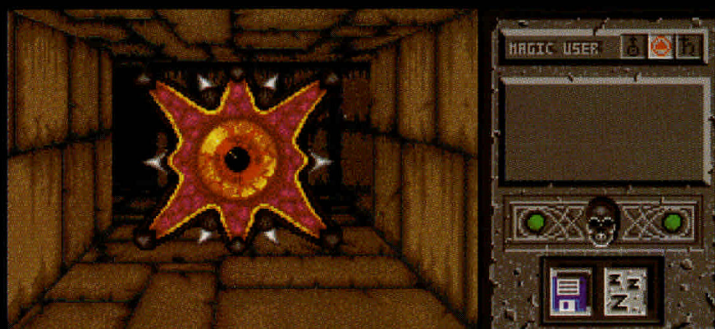
Dungeon Master has long been regarded as the apex of role playing arcade adventures. Since its release, a number of similar games have challenged its leadership and somehow they've all failed. Captive by Tony Crowther was considered to be the best game of 1990, yet it too has never received as much praise as the Faster Than Light masterpiece. Eye of the Beholder was a real contender for the title, but was let down by sluggish disk access between floors and levels.

So the question remains. Is Black Crypts better than Dungeon Master? It's a very difficult question to answer, and believe it or not, I'm not going to commit myself until I've played the game for a few weeks. Captive is initially more impressive than Dungeon Master, yet it failed in the long term because the so called enormous play area became very repetitive.

It really depends on personal tastes, because all these games tend to play well, they're all very challenging and everybody who plays them has differing opinions. Hard core AD and D-ers tend to prefer Eye of the Beholder, whose rules are apparently very accurate, while the not so fussy people such as myself much preferred the Captive approach.



To kill the two-headed monster you must first collect the ogreblade. The key hanging from its neck is surely of vital importance.



This creature is very dominant early on. Most of them are quite easily killed, others run away. However, quite a few of them unleash a deadly shower of fire.



Wandering around the sweaty dungeons is thirsty work. Collect the flask which can be filled up for later use.



PROTECTOR



FORCE HAMMER



VORTEX



SOUL FREEZER

## WEAPONS FIT FOR HEROES

The four characters don't begin the game with many weapons, but what weapons you do have are typical of what can be found throughout the game. Collecting a weapon doesn't necessarily mean that you can use it. Even the greatest of all warriors needs to learn the fighting techniques of newly discovered weapons.





## IT'S CRYPT KICKING GOOD

Click on a character to activate the object in the right hand, which is usually a weapon.

If this box contains a yellow block, this character is the current leader of the pack.

Name of character.

Current hit points.

Current level of experience.

Armour class.

Displays the entire statistics of a chosen character.

The magic book displays which spells the character has learned (readable), and those being revised (unreadable).

The various storage devices. The shaded icons represent uncollected items.

Access the spells available to each of the three capable characters.

Current character. Drag food to face if he's hungry, or drag scrolls onto his eyes to read.

Character's guild symbol.

Select another character's inventory screen.

Click on to access disk options. Save play, load, etc.

Orders your party to rest and replenish lost stamina.

The directional arrows move your party. These commands are faster on the keyboard.

The right hand always carries the attacking weapon.

The left hand can be used to carry almost anything, in this case a shield.

Click on this shirt to cycle through the different layers of clothing and armour.

Displays the items worn for the currently selected layer of clothing and armour.

Hit points, stamina and food bars. Click on to reveal full character statistics.

Click to access the book of spells. The book is shaded, indicating that the character is incapable of casting a spell. Otherwise, the screen display would change and display the book of spells.

ARCADE ADVENTURE



Black Crypts is set in a far away country named Astera. Twenty two years ago Estoroth Paingiver, a powerful Cleric, was

up to no good and was eventually banished after committing a series of horrific acts. To cut a long story short, Estoroth soon returned, caused some more havoc, and finally got thrown out again for the second time in succession.

However, the double dimensional rift which holds Estoroth and his evil minions is opening. Four heroic characters must venture into his dungeon again, retrieve four magical weapons and wipe him out forever. The attributes for the four characters are defined by yourself before the quest begins.

### HEROES OF ASTERA

All the normal character attributes apply and as usual a pre-defined set is supplied. Once you've finished messing about with each of the four characters you can if you wish alter the keyboard configuration and specific mouse actions. This, I must add, is a Godsend. After playing both the Captive and Nightmare games, I was firmly set in my ways, and any other key configuration just wouldn't do I'm afraid.

### THE INTERFACE

The quest can now effectively begin. The action screen looks very familiar and from here you can move around the twelve dungeons



Unfortunately, the doors cannot be used to squash the enemies as you can in Captive and Dungeon Master. They can, however, be shut and hidden behind.



Doors without adjoining handles must be opened by flicking a switch or activating a pressure pad. Behind this one is a host of useful objects.



It's always advisable to save your current game position before you drop down a hole or enter any unexplored territory. You never know what dangers lie in wait.





A C T I O N I N F O

**BLACK CRYPT**  
ELECTRONIC ARTS £25.99  
TEAM: RAVEN SOFTWARE

**LEAGUE RATING**

3 CAPTIVE

4 **BLACK CRYPT**

5 KNIGHTMARE

*Black Crypt is a very atmospheric addition to the growing range of role playing adventure games on the Amiga. Eye of the Beholder and DM fans will lap it up, while Captive freaks will probably find the control interface a little annoying to begin with. It's not badly designed or cumbersome, just different to what myself and others have been used to after playing Tony Crowther's efforts. Graphically superb, the icons and objects are thorough, the 3D is convincing and the screen size is larger than usual. Addictive from the off, and no doubt very challenging in the long run. PETE*

ARCADE ADVENTURE



(using either the directional icons or the previously defined keys), attack the evil enemies, cast a few spells and generally acquire an overall view of all the characters' health and handy weapons.

The four characters and their hands are displayed in the bottom panel. The right hand of each character is the attacking hand, the left hand is free to carry anything, a shield for instance. To use the weapon or spell in the character's right hand you must left click on the face of the relevant character.

This took a bit of getting used to, I must admit. Surely it would have been more appropriate to click on the weapon you wished to use with say the right mouse button and use the left button to move the objects around. To access the inventory screens, you could then have clicked on the character. It's not a major moan though, and after a few plays I found myself getting used to it.

The inventory screen allows you to view each of the characters' items, change the various items of clothing and armour, memorise and cast spells, eat and check up on your character's current statistics. Clothing is divided into three layers: weapons and armour, normal clothing and accessories. Food can be found throughout the dungeons – without it your characters will lose hit points and stamina.

The complete inventory is actually partitioned depending on how many holding devices your character has found. A chest, for instance, can carry

a lot more than a pouch, although it's not impossible to carry them both at the same time. Each one has various functions. For instance, a quiver will carry arrows for use with a bow and arrow, and a pouch full of throwing daggers will ensure that the character is constantly re-armed.

### THE MONSTER MASH

The dungeons themselves are packed with objects, obstacles (such as force fields and locked doors, which cannot be used to trap baddies!) and of course, hordes of ferocious enemies. Such nasties come in all shapes, sizes and ferocity. Some take only a few hits, others can only be vanquished by a special weapon or a magical spell. In return, a number of nasties are themselves capable of casting and memorising the odd magic spell or two!

Druids, Clerics and Magic Users are all capable of casting and memorising spells. At the start of the game, they don't have enough skill to use them all and therefore they appear unreadable. As the experience points rise, so does the power and variety of spells.

The spells can be used for such diversities as to break down force fields, open up areas of the maze where the various switches fail and for wiping out the many adversaries that would otherwise be totally indestructible.

OVERALL  
SCORE  
**93%**

## THE FOUR GUILDS



One who has the strength to withstand the brutal training necessary. Accomplished in all weapon skills and battle tactics, a fighter is a natural leader.



Men of the cloth, and excellent weapon handlers. Capable of using magic spells to heal and protect the party. Capable of using such weapons as maces and staves.



The thinking men of the world, they prefer a debate rather than a bloody battle. A good magician can fight but his true strength is his magical power.



Best known for their healing and protection skills. They are capable of using simple weapons only, such as war hammers and staves.



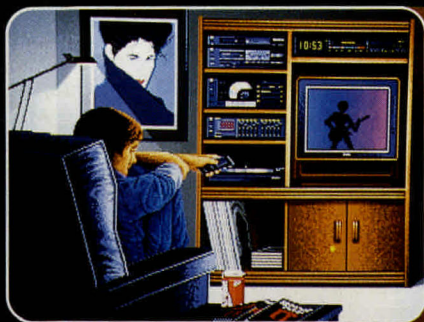
Before doing anything, you must select your party of four. All character attributes can be defined from here, although the computer does provide a standard party.





# Ultima VI

## The False Prophet



In a cataclysm of sound and light, a bolt of searing blue fire strikes the earth!



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# MINDSCAPE

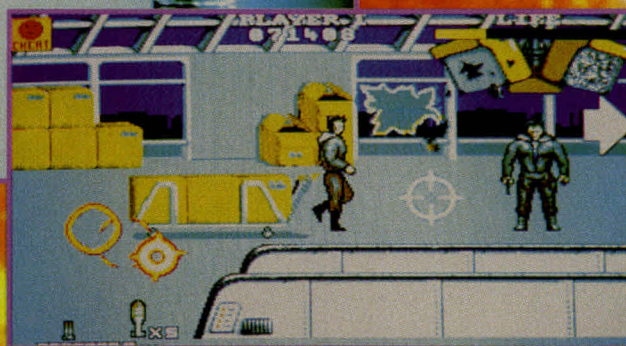
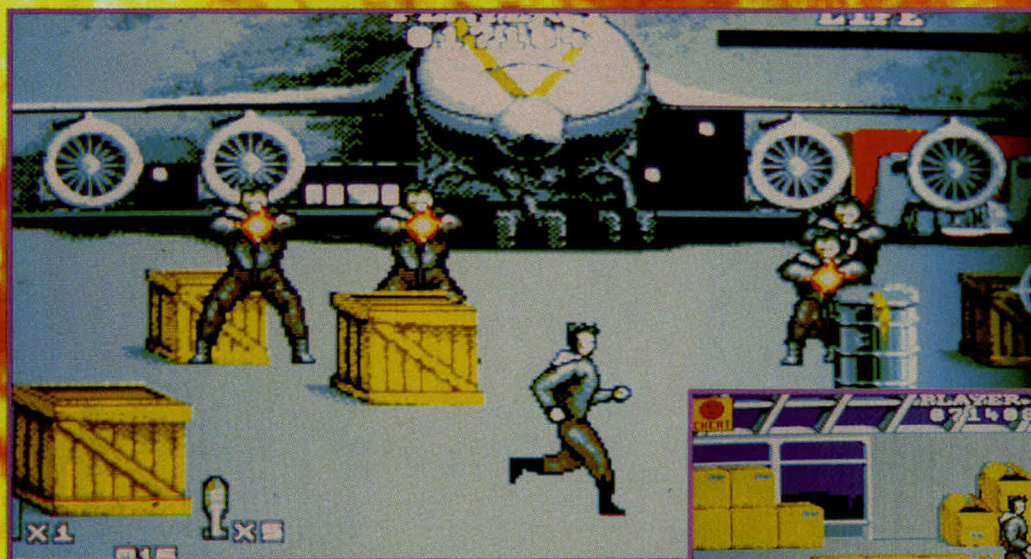
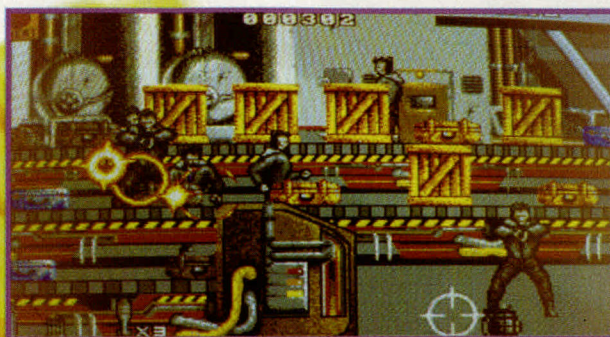
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## PROJECT INSPECTION

Er, aren't we a little late with this official film conversion? Still, as my Mother used to say to the milkman, "Better late than never." Read into that what you want! Grandslam's *Die Hard II* is a frantic blast through five explosive levels. From snowmobile chases to battles in the midst of a busy airport, you can be assured of many satisfyingly gory deaths.



SHOOT 'EM-UP



*Die Hard 2* – *Die Harder* was the spectacular sequel to Bruce Willis' box office smash, *Die Hard*. In what still remains as Willis' most memorable movies, he firmly grasped the role of New York's toughest yet quietly spoken cop, creating nearly four hours of action-packed scenes.

As officer John McClane, terrorist exterminator extraordinaire, you must complete the key parts of the film on your computer screen. Developed by Tiertex, the team responsible for *Strider* and *Strider 2* among many others, it is obvious that their vast experience and qualifications will ensure a lively and certainly accurate licence. For Grandslam in particular, they have produced a few past titles on various machine formats. Paul Chamberlain, spokesman for Grandslam, pronounced: "Their past record speaks for itself!"

The actual rights to the computer game were sealed some time ago. According to Grandslam, the *Operation Wolf*-like game was due to be released to coincide with the appearance of the video on the shelves. However, due to hectic schedules and a desire to produce a conversion of good quality, Tiertex were allowed extra time in which to produce something special.

### BOZO BIKERS

Four of the five levels are *Op. Wolf* shoot'em-ups but stage four differs, considerably. Those of you who saw the film will remember McClane's escapades on the snowbike as he's pursued by trigger-happy bozos. This leads you on a dash with what can probably be best described as a 'travel into the screen' perspective.

Also incorporated into *Die Hard II* are a trio of brain-boggling sub-games. "This allows us to implement as much of the film as possible," explained

# Die Hard 2

## Lightning Does Strike Twice







Paul. They include the rescue of a number of passenger aircraft that are destined to fall to their doom, intercept terrorist radio messages, and test your skills of speed and observation by matching fingerprints with police records.

### GET THE WILLIS THRICE!

To quickly review each of them in respective order: the terrorists have control of the air traffic control tower's computers and are directing planes into the ground. You must correct the circuitry. In principle, this section is similar to handheld puzzles where you slide a grid of pieces about to form a picture. In this case, you alter a 5x5 circuitry design grid to rectify the problem.

And now over to Grandslam...

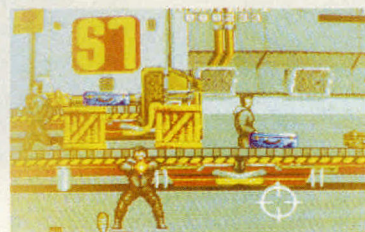
"You must use the Radio Wave Synthesiser to tune your radio to the terrorists frequency otherwise you have no way of predicting when and where their next action will be.

"The current radio wave is displayed on a large screen. Below this are the controls which manipulate the radio wave. These are Frequency, Wavelength, and Amplitude. You must match the terrorists wavelength within the time limit." Fortunately, it isn't possible to tune into Radio One.

Fingerprint matching is the third and final sub-game, again restricted by a stringent time limit. By examining the terrorists' fingerprints, you must match them with police

records to identify just who you are up against.

As you read this, Grandslam and Tiertex are completing the final aspects of this big name game. Soon to be available in the shops – expect a full review very shortly. (No, you'll have to wait a little longer than that... bit longer... now you've got the ideal!)



### ACTION INFO

#### DIE HARD 2 GRANDSLAM £25.99 TEAM: TIERTEX

*Ocean's Operation Wolf and Operation Thunderbolt will always remain benchmarks in the world of home computer software. They symbolise a period of innovation when we all needed it, putting a touch of spice into games. They could not be surpassed and, in my opinion, even U.S. Gold's coin-op conversion, Line Of Fire, didn't quite come up to scratch. Now the formula is being revived and with the association of a major movie title as well, Die Hard 2 could be just what we're all looking for once again. Combining similar features of Operation Wolf with an added bonus of sub-games, is this the one to make our heads turn in the early Nineties?*

ALAN

# Beavers



PLATFORM



Doing their bit for the beaver nation, Grandslam are highlighting the problems such furry creatures are presented with during their everyday life. You're not being asked to make a donation to the RSPB (Royal Society for the Protection of Beavers). You're not even being asked to campaign outside Downing Street. No, all you have to do is guide Jethro the Beaver through the perilous wilderness to save his bird, er... beaver. Paul added;

"Jethro must pass through a total of four levels divided into



four sub-sections including the evergreen forests, lumberyard valley, the winter forest and the fox caves. Foes include chainsaw wielding raccoons, rabid foxes, snowball throwing rabbits and hillbilly bears."

Beavers is an original platform title with the emphasis obviously on humour. Grandslam make absolutely no effort to hide the cliched plot of rescuing a fair but furry maiden, feeling that the capers of Jethro 'Indiana' Beaver are enough to satisfy any games player – the importance is not placed on storyline!

Arc Developments are responsible for this eight directional multi-level parallax scrolling adventure. Previous to Beavers, they have developed the recent space blast, R-Type 2. Crackdown and Forgotten Worlds remain as their other renowned creations. Look out for Beavers around Easter time. Meanwhile, take an eager peek at these exciting early screenshots.





# PROJECT INSPECTION

Armour-Geddon. Psygnosis' last attempt at a strategic action game, was well received and was awarded many Accolades and other "badges". The in-depth gameplay and the very straightforward action kept the prospective commander engrossed for many exciting hours. Now the lads from Liverpool have put their efforts into producing a follow-up, but this time they have decided to do things a little differently.

# Air Support

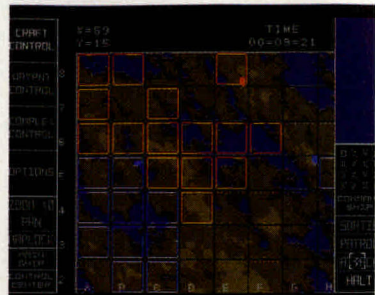


ARCADE STRATEGY

The game is set in the middle of the next century and through various political moves and upsets the Northern and Southern hemispheres of the globe are at war. At every opportunity the two warring factions take pot shots at each other in an attempt to gain the upper hand.

However the face of war is extremely different to the way it looks today. Computer technology and Artificial Intelligence has changed the way that wars are fought.

Computer technology and Artificial Intelligence has changed the way that wars are fought.



From your control centre, deep within an armoured bunker, a computer simulation will keep you updated on the situation outside. The blue and red squares show how much land has been taken by each side.

involve hundreds or even thousands of people, can be run by a single operator with a small staff of aides and technicians.

This is where you step in. The game will put you in control of an entire combat division including fighters, tanks, amphibious units, artillery and support. You must co-ordinate your vehicles and attacks in an attempt to complete the missions that you face. The overall conflict situation must be kept in mind rather than just a small area of the conflict.

## AT THE FRONTLINE

In addition to the strategic and logistic problems of the command post you are

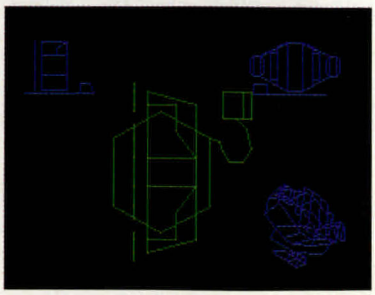
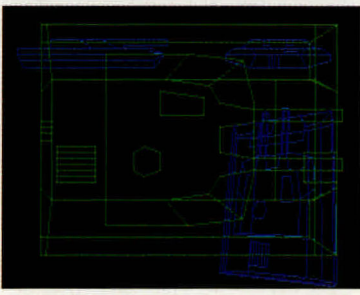
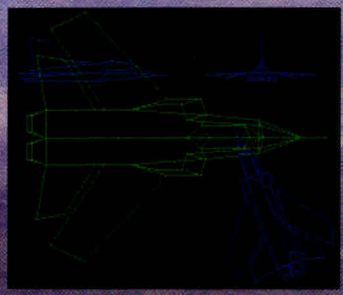
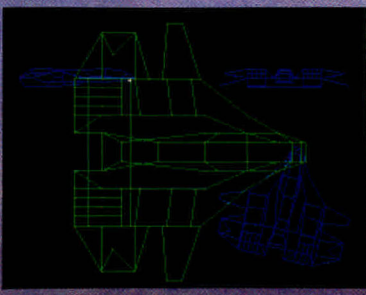
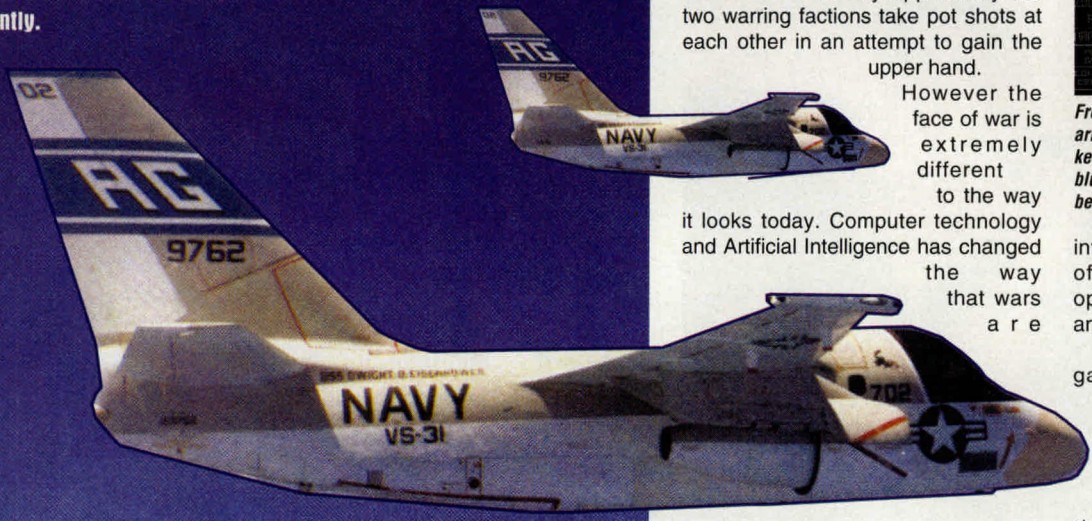
fought. Rather than risking human life in deadly battles the machines are remotely controlled from armoured bunkers via a semi-conscious bio-organic computer system.

Although the aircraft and tanks are wisely manipulated from a safe distance by their operators they are capable of making basic decisions and are able to operate independently to a certain degree.

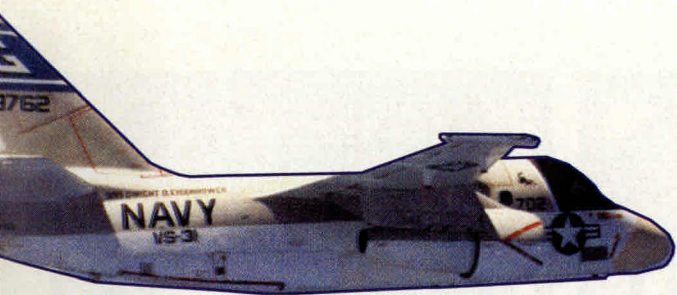
## IN THE HOT SEAT

The semi-autonomous mode of operation of the many war machines allows the human operators to leave them to look after themselves for much of the time. Thus a large conflict, one that would normally

given another vital option, one that provides a stark contrast to your previous role. You can choose to pilot one of your vehicles directly, much like a traditional simulation. For those important tasks where nothing must go wrong, the strike at the enemy base or command ship for example, the extra degree of human intelligence







and creativity can mean all the difference between success or failure.

Your proficiency in the role of pilot will have an increased effect on the outcome of the battle the further you progress into the game. During the early stages, the enemy will act in a reasonably predictable manner that your computer operated drones will be able to handle but as the fights gets fiercer the enemy will become more intelligent and when faced with some unforeseen situations your own computers will become confused, you will have to control them in a more direct manner to ensure the best result (the one where you don't get brutally killed).

### A STEP BACKWARDS?

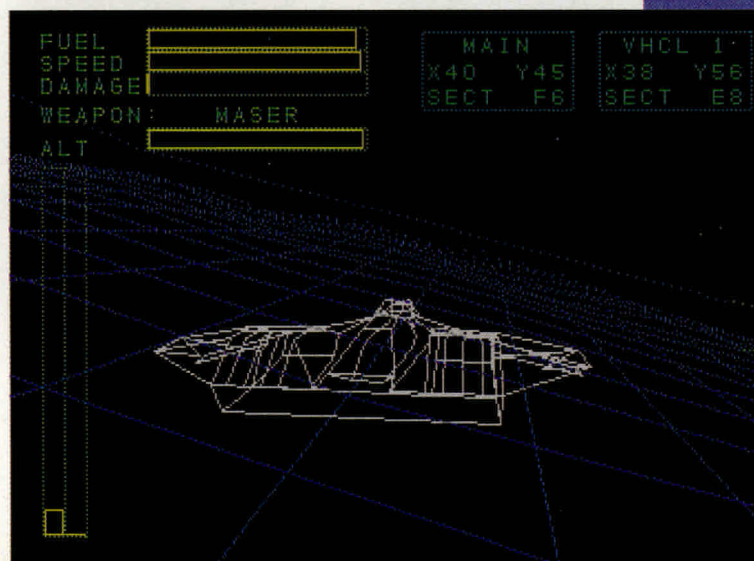
Psygnosis have set down the guidelines for a very complex and complete warfare simulation and, being sticklers for punishment, didn't want go for the easy option and run it from a simple overhead map with little visual appeal. The simulation mode further complicates matters by adding the need for 3D routines and so on.

Rather than opting for filled polygons a wire frame system has been employed, similar to the likes of Star Glider. You may say that this style went out years ago and it is a step in the wrong direction but the programmers are confident that it is the best option. To keep the simulation running fast and smooth with the correct depth of gameplay compromises had to be made. The wire frame graphics work perfectly well and to certain extent add to the atmosphere of remotely controlling your craft. Incorporating filled polygons would slow the game to a snail's pace, in turn losing much of the excitement.

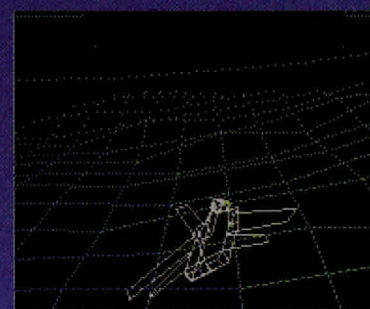
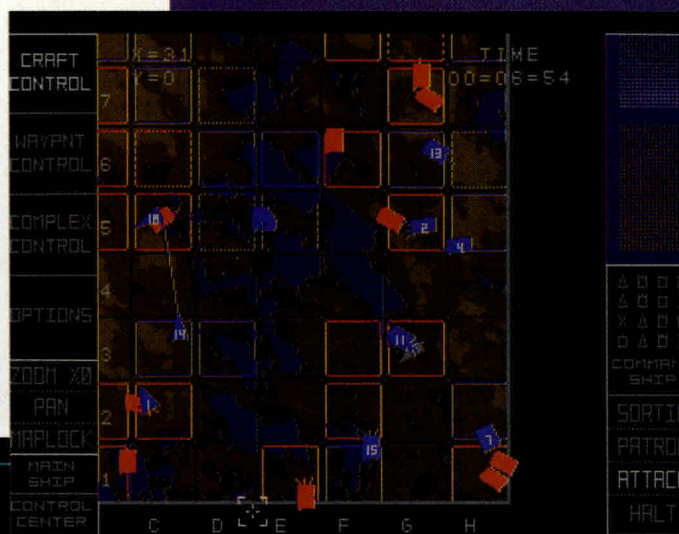
All of this underlines the fact that playability and excitement have been put on a higher priority than flashy graphics with a few thousand colours on the screen. Anybody who has played a game in the strategy genre will agree with this philosophy, you want to play a good game; not look at some pretty pictures!

(Right) The battle is in full swing and the field of conflict is strewn with vehicles of all shapes and sizes. Controlling this many craft simultaneously would be a real headache if it weren't for the independent Artificial Intelligence each possesses.

(Below) In the outside world one of your tanks has a close encounter with an enemy missile unit. Its own operating program may save it, but if desired you can jump into the driver's seat and deal with the situation first hand.



The Command Ship is your most important asset. Its sensors are your eyes and ears over the whole battlefield. From its elevated position it can scan almost any part of the conflict and transmit the information back to you in the relative safety of the bunker.

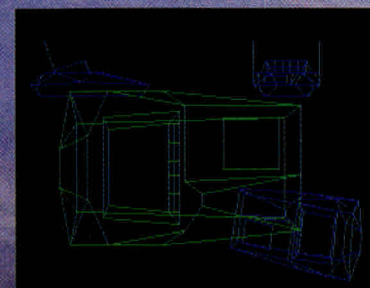
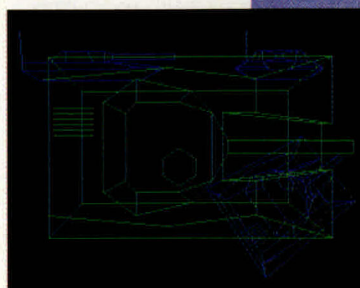
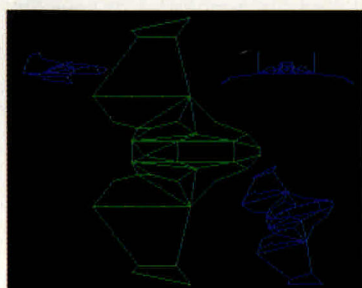
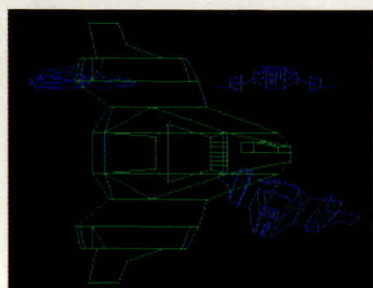


A successful strike on the enemy Command Ship could change the face of the war and such an important mission can't be left to a mere computer. Guiding the plane yourself, you keep to low valleys and rivers to avoid radar contact as much as possible in order to make the attack without being detected.

### ACTION INFO

#### AIR SUPPORT PSYGNOSIS £25.99 TEAM: ALARIC BINNIE

Air Support is an ambitious project – controlling an entire war in such detail is a great strain on the Amiga's chips. So far, the basic engine system has been completed with the strategic and simulation aspects of the game operating together with few problems. The subsidiary systems such as radar, different warhead effects and vehicle construction plants are being finalised and the whole game should be up and running in a few weeks. We will be in possession of a review copy for the next issue so keep your eyes peeled if you want to try your hand at what could be the toughest challenge to armchair commanders in the history of computer gaming. JASON







As you trundle through the hot desert, you are suddenly attacked by a tribe of rampaging Indians. You're on fire!



The eagle with the big gun is the reward for stopping a burglar in his tracks. You may even get extra ammo.



A slasher's on the loose! Gun him down before he slits your throat or gives you a shave closer than a Remington.



# Steve McQueen

## WESTPHASER



SHOOT 'EM-UP



Never one to have a fat cigar dangling from his mouth, and shooting from the hip without the sound of Italian pasta makers whistling in the background, Steve McQueen lacked the character of Clint Eastwood and his amigos. However, he did earn a few dollars more for his Western exploits.

The very shrewd French publishers, Loricel, have now released a game, endorsed with the McQueen name. So what if he died over ten years ago? So what if kids think McQueen is a Scottish relation of the Royal Family? So what if Eastwood, the greatest ever gunslinger, isn't the name on the packaging? There's nothing wrong in using a rotted corpse as a promotional gimmick!

Westphaser is, essentially, an Operation Wolf clone. The idea is to move a cursor about the screen, pressing fire when you want to shoot the object at the centre of your target's sight.

### BOUNTY HUNTER

Roaming about the Wild West are a number of law-breaking, trigger-happy villains. In the top half of the Public Enemy list are the likes of The Ford and Hicock. Before you venture forth, select one of the major rascals

### KING MCQUEEN

I still maintain Eastwood plays a much better gun totin' hero than McQueen. However, Steve excelled himself in *The Great Escape* (1962). A trio of legendary McQueen performances followed: *LeMans* (1971), *Papillon* (1973), and *The Towering Inferno* (1974). His absorbing performances made him seem a cool, level-headed hero whose passion and dedication to the job shone through like the fiery sun on a Summer's day. In 1980, Steve McQueen sadly died of cancer: a life fulfilled but painfully short, he was only 50 years old.



as your objective. You will then be thrown into the world of ten gallon hats where you must kill every single one of your objective's henchmen.

Once you have fired a bullet through most of them, your ultimate target will appear. If you successfully manage to fell your legendary opponent, you'll reap the big cash reward and be ready to tackle somebody else.

It's not all bad blood. Quietly going about their normal life are civilians. No matter how much you may dislike their ugly cowhide boots, you must take care that you don't blast them to the ground. It can also

be regarded as a waste of your limited supply of ammunition.

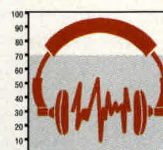
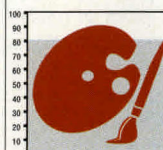
### BULLITT

Positioned to the left of the 'shooting gallery' is a measure of your life force. Each time you are shot, your strength will diminish. Therefore, if you find yourself out of ammo before your main opponent arrives, you'll be mercilessly pounded by your enemies' six-shooters, reducing you to a heap of dead flesh. (Now we know the exact relevance of the endorsement!)

OVERALL  
SCORE  
**72%**

### ACTION INFO

**STEVE McQUEEN**  
LORICEL £25.99  
TEAM: IN-HOUSE



Westphaser can be described as a straightforward shoot'em-up. There's nothing fancy, nothing special – it's a simple attempt to satisfy the gamesplayer's lust for blood and guts every now and then. With all the locations attractively illustrated and a deeply pleasing ring of gunfire each time you shoot, Westphaser will keep you content for quite some time. Background scenery can be assaulted by your revolver, therefore an odd potshot here and there at various innocent inanimate objects might bring some pleasantly surprising results. It's good fun – but only for a while. Alan

### LEAGUE RATING

46 CARDIAXX

47 STEVE McQUEEN

48 ANARCHY

SHOOT 'EM-UP





# Top Banana

PLATFORM



Captain Planet amused me. The game was based upon the ever growing problems of global warming, rising sea levels and the demise of the south American rain forests. So what did Mindscape do?

They put the disk in a massive glossy box, a box that could have contained a huge 300 page manual and a wad of disks.

Hex have done completely the opposite. They've written the game, obviously to a tight budget, and put the disk in a tiny box, produced from recycled paper. The manual too, is printed on recycled paper.

The game is based on ecological



When you reach the top of a level, you'll be sent all the way back down again at three times the speed. You are advised to collect the bonus objects as you fall.



The rising water level acts as a sort of time limit, similar to the one in Rainbow Islands really. Touch the water once, and you'll be pushing up daisies.



disasters. Using the power of Love, you must save our planet and release hoards of natural riches. The game is basically a vertically scrolling platform affair. All you need to do is ascend the platforms, collect a few foodstuffs and either avoid or destroy the gathering hoards of environment-threatening nasties.

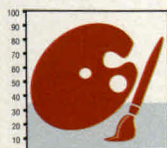
To keep you interested for longer than half an hour, there are four separate worlds, each of which is made up of three levels and quite a few bonus objects which can be used to your advantage. You can also edit the sprites, which might not be such a bad idea, considering that the supplied graphics are so atrociously gaudy.

OVERALL  
SCORE  
**55%**



The graphics really are terrible, as you can see from viewing this particular screen shot. Unfortunately, there isn't much of a game within this tangled mess either.

## ACTION INFO



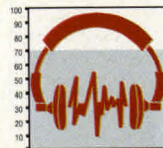
The first thing to strike you are the appallingly bad graphics. The seemingly drug-induced sprites and backdrops make the screen incredibly unclear and the gameplay extremely confusing. If it wasn't for the smooth parallax scrolling, it would be very difficult to make out the platforms, objects and nasties. I'd like to recommend Top Banana, simply because Hex are concerned about the welfare of our endangered environment. Unfortunately though, it doesn't warrant such a high price tag. Top it certainly isn't - it's more likely to drive you bananas.

PETE

### TOP BANANA

HEX £25.99

TEAM: MILES & KAREL DANDER



### LEAGUE RATING

53 GHOSTS 'N' GOBLINS

54 TOP BANANA

55 GATES OF JAMBALA

PLATFORM

# The Addams Family



ocean<sup>®</sup>



# Harlequin

PLATFORM



Gremlin have excelled themselves over the last year, producing some really hot titles many of which have made

the number one spot in the Gallup charts and Harlequin seems set to continue this trend. Gremlin have always been known for their racing games and so Harlequin makes a very welcome change.

It has been programmed by the Warp Factory, a couple of Scottish geezers, and is the first product they have written for the Sheffield based computer company.

Playing Harlequin will make you instantly wonder what on earth it was that the programmers were on when creating the game – it is such a departure from what seems to have become the platform game norm.

## COMING TO CHIMERICA

Chimerica, the Harlequin's home, is a giant clock which has unfortunately suffered a broken heart. The land is now full of danger and Harlequin must vanquish this evil and unlock all the doors to the individual levels.

His main objective is to collect the four parts of the heart and restore them to their rightful place. Okay, so it sounds somewhat familiar but the game follows the odd plot to the letter.

Harlequin is an eight way scrolling platform game in which you take control of the Harlequin, a type

of clown reminiscent of the character found at masked balls. The hero is armed to the teeth with love hearts that will destroy any adversary upon contact. He also has a massive leap which he can utilise in order to gain access to higher levels as well as thwarting danger.

## ENIGMATIC GIFTS

There are 23 levels in total and these make up the land of Chimerica. Each one contains plenty

of baddies and puzzles to solve, most of these being the toggling of switches that will open the doors to the other levels.

Along the way there are goodies such as cakes and beefburgers that will earn the Harlequin extra points and energy.

The presents contain tokens such as the fish, space hopper and umbrella which will prove a necessity in some of the levels – Sewercide for example contains a lot of water and Harlequin will need to change into a fish before he can enter it.

## BEST MATEV

There are plenty of horrendous nasties around, and some will do more damage than others. Even Mister Matev, the foam bath star, makes an appearance.

Unfortunately, he has been turned to his evil alter ego therefore Harlequin will need to dispose of him.

OVERALL  
SCORE  
**93%**

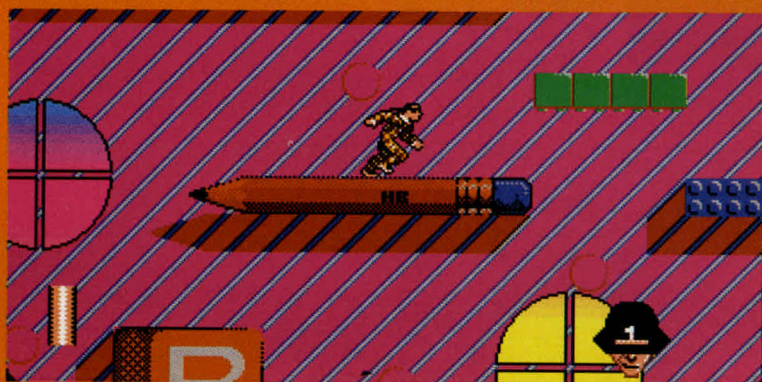
*Clockworks is the second level and features many platforms that will have to be negotiated. Some of these platforms are joined to clock cogs and can prove awkward to leap upon.*



*Some of the levels, such as Sewercide, contain rather a lot of water and so Harlequin will need to collect the fish token which will allow him to transform into a little fishy and swim underwater.*

## CHIMERICA

Chimerica is the home of the Harlequin but unfortunately it has suffered from a broken heart. The land has become full of evil and the once open doorways are now closed with seemingly no way of opening them. Harlequin must make his way through the many levels opening the doors by toggling the switches and recovering the four pieces of the broken heart.



*The Learning Curve is a really tricky level. Someone has left building bricks and pencils all over the place which prove excellent when used as platforms. Unfortunately, some of these platforms are guarded – by rats!*

A C T I O N I N F O	
<b>HARLEQUIN</b> <b>GREMLIN £25.99</b> <b>TEAM: THE WARP FACTORY</b>	
<b>LEAGUE RATING</b>	
<b>5 RAINBOW ISLANDS</b>	
<b>6 HARLEQUIN</b>	
<b>7 FUZZBALL</b>	
<b>P L A T F O R M</b>	

Although this type of game is relatively new for Gremlin, Harlequin looks to beset for great success. It is instantly playable and the levels are gigantic which will keep even the most hardened gameplayer hooked for absolutely ages. Graphically, the game is superb with beautifully atmospheric sprites that move convincingly around the play area. The parallax scrolling is very effective indeed and adds a cartoon feel to the game which works extremely well. All in all, Harlequin is one hell of a game that is extremely innovative, exciting and challenging. **STEVE**





The kite indicates a bonus level. If Harlequin reaches here he will be whisked up into the air where he will have to avoid projectiles while collecting the goodies.



The clock face indicates the very top of Chimerica. Here, Harlequin must grasp hold of the hands and swing himself up onto the roof where he can collect the goodies.



The clouds are created by the evil present in the higher levels. They move horizontally across the play area and release a lightning bolt when they flash.



The candy stick is another goodie that can be picked up by Harlequin. It will boost his energy bar and increase his chances of success.



The moving platforms are a little harder to negotiate as they travel at different speeds. On later levels the platforms are connected to large clock cogs.

The question mark indicates an unknown gift. It will spin for some time and then reveal itself. It may be a cake or a teddy but it will prove useful.

Access to the higher areas of the levels can only be made by leaping across the many platforms that are scattered strategically around the play area.



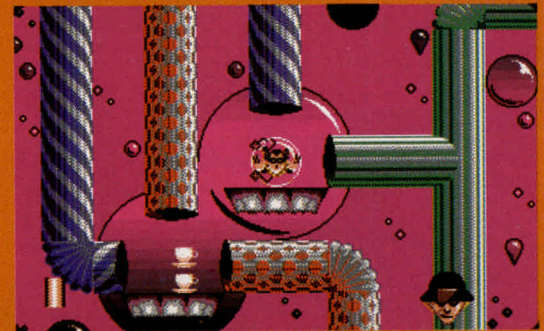
Now we all love receiving pressies but these are of use only to the Harlequin. Inside are bonus points as well as a special token.

There are plenty of nasties on each level and the alarm clocks will deplete Harlequin's energy if he touches them. They can be destroyed by firing the hearts at them.

The bolts of lightning come from the rain clouds. If they touch Harlequin they will drain his energy and may even kill him.



Fathom It Out does contain a lot of water and, unfortunately, Harlequin hasn't collected his lovely fish token. Now he'll have to beg mercy from Mr Matey, and he doesn't look too forgiving, does he children?



Suck It And See is a bonus level in which Harlequin must travel through the straws that are in a giant glass of pop. Careful movements of the joystick are required to meet the junctions and collect the many goodies.

## THE CLOCK TOWER

More goodies. The cake works in much the same way as the candy and teddy bear, it replenishes extra lost life which is indicated on the energy bar.

This is one of the switches which are essential to the completion of the levels. To toggle them, all Harlequin needs to do is jump at them.



These guys are huge and they mean business. They leap across the play area and then turn and head back the way they came. Harlequin will have to hit them with several hearts before they are destroyed.

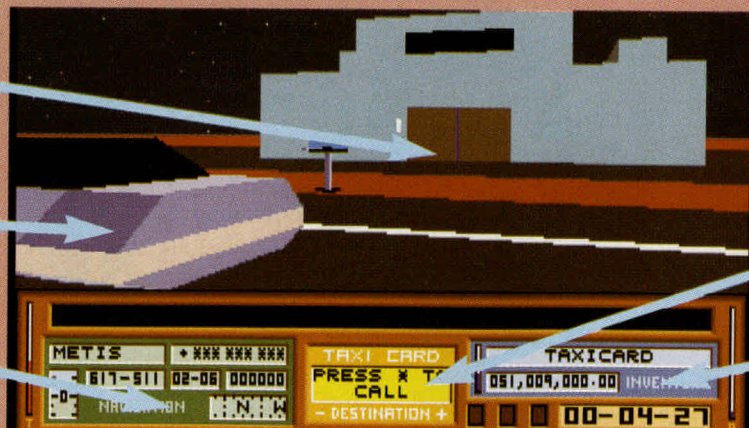
This is where Harlequin begins his quest. It is also the exit if Harlequin toggles the switches correctly.



**TIMEWARP PRISON:** Your home for the last few years. Not nice!

**TAXI CAB:** These guys will take wherever you wish to go.

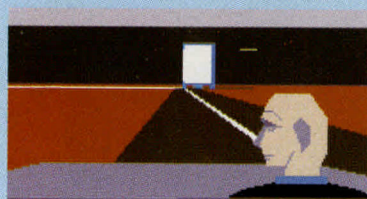
**NAVIGATION:** A compass, co-ordinates and other useful gauges.



## SOLDIER OF FORTUNE

**AUXILIARY WINDOW:** A handy space to display bits and bobs.

**INVENTORY:** Everything you are carrying from your Taxicard to the kitchen sink.



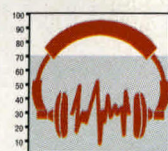
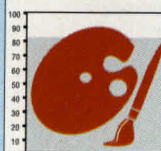
By using public transport you can get around with little trouble. Taxis, buses and space shuttles at your disposal and if you have the cash you can travel just about anywhere. A timetable is included to plan your journeys.

# Mercenary III

## The Dion Crisis

### ACTION INFO

**MERCENARY III**  
NOVAGEN SOFTWARE £29.99  
TEAM: PAUL WOAKES



Without a shadow of a doubt this is by far the best in the series of Mercenary games and on paper it has all the makings of a classic but in reality something is missing. The graphics are good, the game world is massive and believable and there is a good plot for you to follow. However, nothing caught my attention and pulled me into the action. While it is a reasonable game that isn't too bad to play it just falls short of being a superb product. This release is for fans of the series and serious adventure types otherwise you may be extremely disappointed after spending your hard earned 30 quid.

Jason

### LEAGUE RATING

38 B.A.T.

39 MERCENARY III

40 THE SIMPSONS

### ARCADE ADVENTURE

OVERALL SCORE  
**77%**

ARCADE ADVENTURE



As a freelance mercenary you have a very busy life. You tend to spend your time wandering from one place to another rescuing planets and saving populations left right and centre.

Your escapades have made you extremely rich and your last adventure (the one where you saved the entire race of the Gamma system

from a stray comet) put the icing on the cake, to the hefty tune of about 50 million credits worth of sugar icing.

### PC BIL IS ACE!

Things have changed during your period of rest. Firstly a completely new public transport system has been installed over the planets of the Gamma system. Your old friend, the President, has

concluded her term of office and there is to be an election. Finally, a sinister character has emerged and risen to dark prominence.

The enigmatic PC Bil is running for the election and at the moment stands unopposed. It is this rather shady character that you must investigate and prevent from becoming the ruler.

### VIRTUAL REALITY

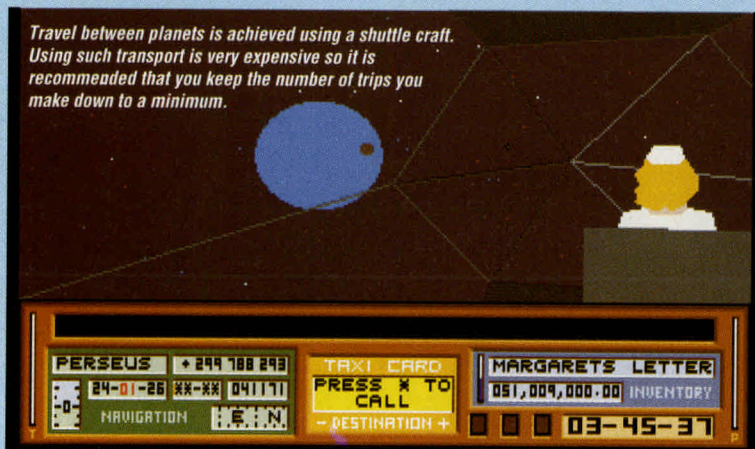
You begin the game knowing little about your environment or its inhabitants. As you explore you will discover more and more information. Your personal computer, letters, memos and rumours will provide you with hints and clues as to what steps you should take to get rid of the corrupt PC Bil.

When moving about the universe using taxis, buses, cars and space shuttles you will meet many people with whom you can interact and converse with.

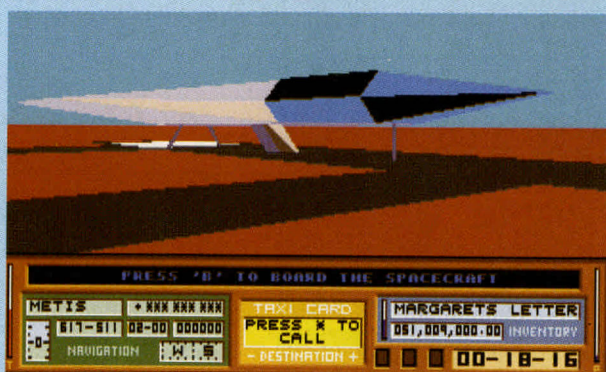
You will find yourself paying your taxes, visiting your solicitors, booking

advertising space and flying deadly attack craft. You can even visit the Europress offices and see your favourite Amiga magazine being produced!

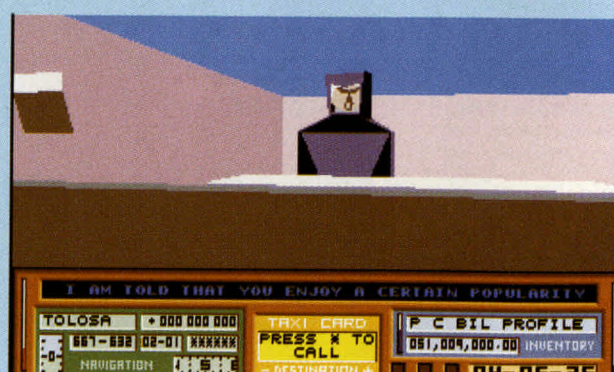
Travel between planets is achieved using a shuttle craft. Using such transport is very expensive so it is recommended that you keep the number of trips you make down to a minimum.



The world of Mercenary is conveyed in a manner usually reserved for flight sims and the like. This technique allows the player to wander wherever he desires and move in and out of objects and buildings to his heart's content.



This is the big bad guy, PC Bil. He intends to take over the system and exploit its resources with mining operations. You must stop him before he manages to wreck thousands of worlds with his devastating practices.







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# Super Soccer

SPORT SIM



Most football management games, or football games in general for that matter, are written by people who know absolutely nothing about the sport whatsoever. Super soccer is no exception. The programmers have crammed in as many features as possible, but they've forgot the most important factor of all, realism.

Up to six players can manage their own individual team, there are a number of clubs to choose from (a

number of top clubs have been forgotten), and you can participate in a selection of national leagues. When you begin to manage your side, you'll discover that you're the chairman as well. I was under the impression that football managers handled the team selection while the chairman dealt with the club's finances.

## NOTHING NEW

Of course, there are plenty of management options too, but there's no revolutionary features here whatsoever. It's just too similar too

other games of this genre. All of the options available have been seen many times before in the past. The tactics and team selection are brief, but there are quite a few statistics related to each player. It should be possible to tell who's performing by watching the match.

Unfortunately, it's impossible, because the match highlights are a complete joke. The players act so unrealistically. They spurn chances from five yards out, they fail to latch on to rebounds and, in some situations, there can be five attackers forward and no defenders in the penalty area! It's also impossible to tell who's in possession of the ball, because the computer doesn't tell you! Surely this is of vital importance? Five nil to US Gold's The Manager I'm afraid.

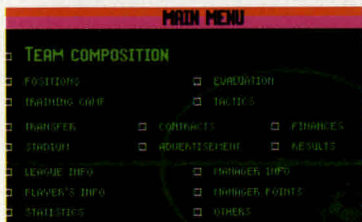


The passing would put Liverpool to shame, and the shooting potential of the strikers is enormous. If only it was this good.

OVERALL  
SCORE  
**42%**



You only get to find out which player got booked or sent off at the end of a game. This illustrates how non-comprehensive the match highlights really are.



All the top managerial decisions are made from the screen above. You can also access a whole wealth of statistical data and club history from here.

**A C T I O N I N F O**

**SUPER SOCCER**  
STARBYTE £25.99  
TEAM: RENE STRAUBE

**LEAGUE RATING**

54 SLIDERS

55 SUPERSOCCER

56 PASSING SHOT

S P O R T S S I M

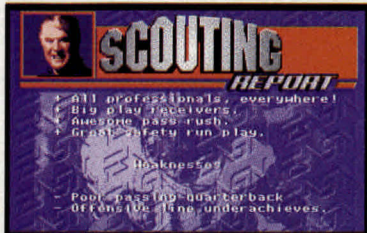
P E T E

I can't recommend Super Soccer because it's so unrealistic. The management side is average, being similar to other management simulation games, but the match highlights are appalling. The incompetence of the players has to be laughed at, although I must admit if I'd spent £25 on this the last thing I'd be doing is laughing. It's impossible to gain information about your players from the match highlights, therefore it's a useless exercise. If you're still desperate for a decent footy management game, wait for Player Manager 2, it should be leagues ahead of this.





An American Football game wouldn't be quite complete without reams of statistics.



Scouting reports allow you to check out the strengths and weaknesses of your opposition.



SPORT SIM

Anybody familiar with the Sega Megadrive will have heard the name John Madden before and will know of the praise and accolades that the top rated American Football simulator has received. Now Electronic Arts are giving Amiga owners everywhere the chance to sample the thrills and spills of gridiron action without the risk of suffering life threatening injuries. So grab your shoulder pads and helmet and get ready to crunch some bones.

### FIRST AND TEN

An article such as this one certainly isn't the place to go into the complexities of the rules of American Football but there follows a very brief outline of the deadly important aspects for those who don't know a

first down from a line of scrimmage.

The pitch is 100 yards long with an end zone at each end (radical concept). The teams score by either moving the ball up the pitch and into their opponents' end zone (a touchdown worth six points with an extra point if converted) or kicking it through their goal (known fondly as a field goal; worth three points).

As each team progresses they are given four attempts (downs) to move the ball ten or more yards. If they fail to do this, any passes are intercepted or the ball is fumbled control passes to the opposition who become the offensive team.

That, in a tiny nutshell, is it. You have 60 minutes to score as many points as you can while denying possession of the ball to the other

side. Easy isn't it? Actually, no it isn't.

Each game is preceded with a series of weather and scouting reports. John Madden himself will provide you with a brief rundown of each teams weaknesses and strengths. Running, passing, tackling, rushing, endurance and so on are mentioned and from these pointers you must begin to formulate a game plan based on the facts that have been presented to you. Good preparation can mean the difference between winning and losing, as every good coach knows.

### SHOTGUN OFFENSE

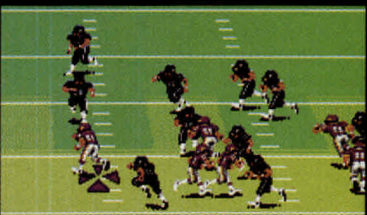
At the heart of John Madden control system is the Play Calling Windows (PCW). Using this ingenious device you can easily select which offensive



And after each touchdown or field goal, there is a kick off. Whack the ball as hard as you can then run like buggery to stop your opponents from returning it too far.



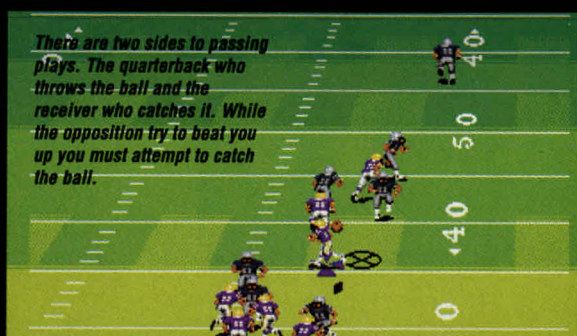
It's a TOUCHDOWN! The player on the screen will do a moonwalk and you are permitted to sing a few lines of "We are the Champions".



Everybody knows that the Atlanta Falcons are the best! So don't listen to anything those Redskins fans tell you. Here Washington get a lucky break on a rushing play and now the men in black are going to kick their asses.



When things are going drastically wrong your best option is to punt the ball downfield, as far from your endzone as possible.



There are two sides to passing plays. The quarterback who throws the ball and the receiver who catches it. While the opposition try to beat you up you must attempt to catch the ball.

# John Madden American





or defensive play that you want your assembled team to make.

You have 45 seconds to firstly define the line-up you want on the pitch. The skills of the fast, normal, hands, big or special team Sets can be called upon in an instant. Secondly the Formation tells your players how to line up before the snap. Each has its own uses but is flexible enough to be not entirely predictable. Finally you must choose the Play. This indicates to each player which direction they must run and what they must do, whether it's to receive a pass, block the opposition or rush the ball.

### DOING DIRT

When each decision has been made the players form up and get ready for the snap. You have one last chance to change your mind. Calling an audible play isn't as flexible as the standard

method but they can be just the thing for fooling the opposition's defence.

Using a joystick you control key players (usually the quarterback and whoever the ball is handed to) while the action goes down. Passing is performed with another window system. Each receiver is pictured and you must judge who is in the best position to receive the pass. The guy who is surrounded by ten of the opposition players definitely isn't a good candidate.

The other team members not under your influence will follow the commands given to them in the huddle as best as they can. Bad play calling will lose a game but ingenious and skilled control during the game can save the situation from disaster.



Here are just a few of the myriad of plays available to you whilst in possession of the ball.



Passing plays are executed using a window technique. Each shows a picture of a receiver. You must decide who to pass the ball to by looking at the opposition around that player.

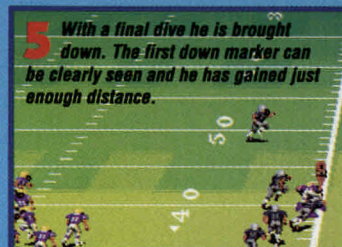
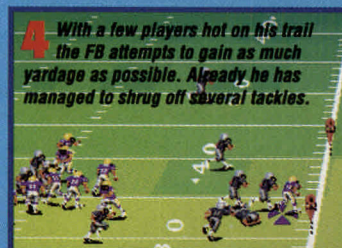
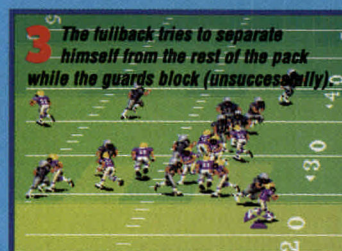
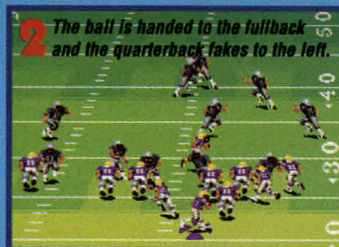
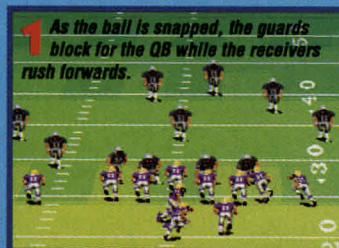
# Football



The huddle is where vitally important tactical decisions are made. Using a simple window system you decide the Set, Formation and Play that you would like to run.

## A HARD PLAY'S FIGHT

Your squad lines up for a big play with the tight end near to the opposition's concentration of players. You opt to run a rushing play called the fullback off tackle.



**JOHN MADDEN FOOTBALL**  
ELECTRONIC ARTS £25.99  
TEAM: GARY ROBERTS

Being a fan of American Footy and having played John Madden on the Mega Drive I knew roughly what to expect on the Amiga. For this reason I didn't experience the problems a new player may face. Getting used to the comprehensive control system may seem daunting but the game nurses you through quite well and is worth the initial effort. Once you reach this point you'll appreciate the huge amount of effort that has gone into everything. Whether you're an experienced quarterback or a second draft rookie John Madden comes highly recommended.

JASON

**LEAGUE RATING**

4 PRO TENNIS TOUR 2

5 JOHN MADDEN FOOTBALL

6 SPEEDBALL

S P O R T S I M



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# 4D Sports Driving



View following the car from slightly behind and at an acute elevated angle.



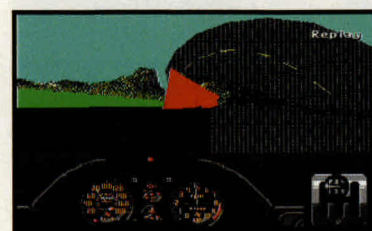
TV shots are from fixed positions but provide some of the most dramatic scenes of the race.



Each driver has his own attributes. Some have a fear of heights, some are a danger to others, while some are just perfect!



Monitoring the action is a helicopter which supplies a more overall view of the race.



To pass the wall that blocks the exit of the tunnel, you must drive up the side and execute a roll or just drop back to the road.

RACING



They claim the Fourth Dimension is realism so I sat in the driving seat with some trepidation. As I switched the power on, the whirring signalled my race was soon to begin.

Now my car was positioned on the starting line. If I could complete the circuit in under two minutes, it would be considered a good time. The message to fasten my seatbelt prompted me into a panic. This unbelievably realistic race is soon to be under way and my swivel chair isn't equipped with a seatbelt! Oh well, I'll hold on tight to my joystick.

Pushing hard on my accelerator sent me jerking along the road. Automatic gears – good! I rounded the corner, struggling up the open bridge. As I gained speed, my car launched itself through the air, nosediving onto the other side.

## 4D FIASCO!

Am I still alive? Of course I am, for this car is fitted with the latest in indestructible front ends and can even level itself off, regardless of the steep, vertical decline. Just like the real thing, eh! So what Mindscape actually mean when they call the Fourth Dimension 'realism' is 'What a load of

crap we can talk!' Yes, 4D Sports Driving could even be labelled Hard Drivin' 1992, demonstrating how to rip off Domark's games, magnificently.

4D Sports Driving features a number of diverse tracks with plenty of challenging stunts along the way such as loop the loops, and racing upside down through tunnels. Your aim is either to beat the existing time record or defeat a computer opponent of your own choice.

## SIX OF THE BEST

There are six different computer drivers, representing varying levels of ability. You are even allowed to choose cars for your opponents as well as yourself.

If you're finding your competitor that shade too nippy for you, put him behind the wheel of a Lancia while you scorch around the circuit in a Porsche March Indy car.

And ooh, you can even respray your vehicle with a pretty magenta, sickly cyan or even more ghostly, iridescent colours.

When all the in-built tracks have been mastered, you can access a



This is one of the rare occasions where a nosedive at over 100mph actually cripples your car. Do you have the courage to climb into the driver's seat and race again?

track editor which enables you to create your own courses with ease.

## EDITED HIGHLIGHTS

At the end of races, you can replay the action which includes fast forward, pause and so forth. Pressing 'C' alters the camera angles. And remember, the next time you're watching Chitty Chitty Bang Bang and laugh at the unrealistic superimposed scenes, excuse it by doing what Mindscape do – just call it 4D.



A C T I O N I N F O

**4D SPORTS DRIVING**  
MINDSCAPE £25.99  
TEAM: DISTINCTIVE SOFTWARE

In all fairness, 4D Sports Driving is entertaining. Manipulating the replay machine at the end of races is good fun as you watch both your good and bad manoeuvres with interest. At full detail, the game is very slow and jerky but thankfully the detail level can be changed to provide a fast and much smoother drive. Once you're used to the game, only one of the computer drivers will prove a real challenge and he is certainly good enough for you to demand a re-race! Hard Drivin' fans will adore Mindscape's equivalent and others will find a competent stunt/racing formula.

ALAN

**LEAGUE RATING**

19 OFF ROAD RACER

20 4D SPORTS DRIVING

21 RVF HONDA

R A C I N G



## A CAST OF THOUSANDS



**KATE LOMAX:** Poor Kate is a nurse working in the wilderness of China. She has been kidnapped by a warlord and faces certain death unless you can rescue her.



**JAKE MASTERS:** This is the hero of the story and the character you play. Using your wits and strength you must liberate Kate.



**ZHAO CHI:** Chi is a shadow master of stealth and cunning, he is a ninja. If you can persuade him you will find his aid very helpful.



**HO:** You have known Ho for many years, he is the bar tender in your favourite drinking place.



**WU:** She owns a profitable medicine shop in the centre of Hong Kong. The healing herbs that she provides will save your life at least once during the adventure.



**EUGENE ADOLPHOUS LOMAX III:** A rich American land baron and (more importantly) Kate's father. If you fail to rescue his daughter he won't be very happy.

ADVENTURE



Jeff Tunnell and Dynamix are well known to many PC owners – they are the names behind many hits including Mechwarrior, F-14 Tomcat and Rise of the Dragon. Their forays into the world of the Amiga have been rather limited, A-10 Tank Killer and Stellar 7 being the most notable, but what with this being 1992 and all that they will be releasing many of the products on a format that can be enjoyed by you lucky people. Willy Beamish appears elsewhere in this issue and accompanying that wonderful product is Heart of China.

### A GLOBAL ADVENTURE

The game is set in the breathtaking splendour of 1930s Asia. You take on the role of a down-on-his-luck pilot with nothing to his name but a battered plane. The daughter of an

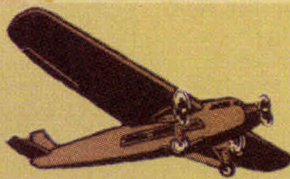
American land baron has been kidnapped and taken to the lush mountains of central China to face certain death. You must, shock horror, rescue the poor damsel and bring her back to safety.

### A HELPING HAND

Along the way you will travel through many places and meet lots of people that may provide you with aid. Whether it's a bar tender, lowly shop keeper or mysterious ninja you should treat them all with the same amount of respect as their help is vital to your mission.

Not everybody is out to give you a hand though. Many people are just doing their jobs, like the customs officer who must be persuaded to allow to you to use your aircraft. There is also another type of bad guy, the kind who will hack you to pieces and want you dead. These people you must avoid.

Operating the game is straight



# Heart

forward and simple.

You are shown a picture of the location you are visiting. By moving your cursor over the scene you will be able to select certain items and objects. If there is something you can pick up or use an arrow will be displayed, a speech bubble will appear if you can talk to anyone and a sign will show you where you can move to. There are a few other icons,



flying a plane for example, but these tend to occur infrequently and only in special situations.

### MIND BENDING PUZZLES

Getting past many locations requires a spot of lateral thinking and puzzle solving. You will have to collect objects from various areas that you visit and use them in order to activate other objects or to cause a

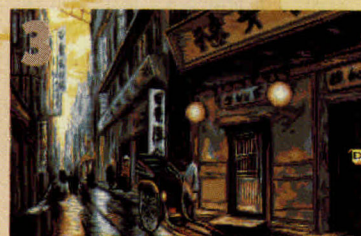
## STARTING OUT ON A DEADLY MISSION



**1** You begin in the docks of Hong Kong. Before you floats your wrecked boat. There is little to find here so move on to your first encounter.



**2** Using a Rickshaw you can travel to any place that you may wish to go. You should firstly take a visit to the town centre and get some help.



**3** Welcome to Hong Kong. Your old friend Ho works in the bar to your right so why not drop in on him?



**4** You have now entered the seedy dive known as Ho's bar. Never mind the goons seated in the booths, you want to talk to the proprietor.



**5** With Chi at your side it is time to move on. Your next stop should be Madam Wu's to get some healing herbs. However, she has run out of supplies.



**6** Wu needs some gull droppings to produce your medicine and the obvious place to go is the docks. Chi has a prune on him so feed that to the gull and wait.



**7** After a short period of time, nature will take its course and the required item will be produced. Pick it up with your hand (yuck) and head back to the shop.



**8** Hand over the piece of defaecation and in return you will get your medicine. It was a bit of a dirty job, but the final result was definitely worth it.





# of China

certain situation to occur. A good example of this occurs early on the game. You need some sea gull droppings (?) to give to a shop keeper in return for a healing potion.

## WHERE THE ACTION IS

You must firstly get hold of a prune and then feed it to the gull. It will do the natural thing after eating such a productive foodstuff and, lo and behold, hey presto! Providing a

suitable interlude to the adventuring and puzzle solving are periods of action. These arcade sequences aren't vital to the completion of the game and if desired can be skipped completely. At certain points during the adventure you will have to take control of a tank or fight your way along the roof tops of the speeding Orient Express train.

OVERALL  
SCORE  
**89%**

## IN THE ORIENT



Here is Ho himself. If you ask him about Zhao Chi (a ninja who may help) he will be unhelpful but you feel he is holding something back.



After probing Ho for long enough you will strike lucky and get to speak to Chi. He agrees to aid you but refuses to get in your plane; a setback.



Now that you are prepared for your adventure head off to the airport. You only have the customs officer to get past but some smooth talking should deal with him.



Your plane, gloriously entitled the Yankee Eagle, contains many useful objects. However, you are only interested in the state of the pilot's seat at the moment.

A C T I O N I N F O

**HEART OF CHINA**  
DYNAMIX £34.99  
TEAM: JEFF TUNNELL & FRIENDS

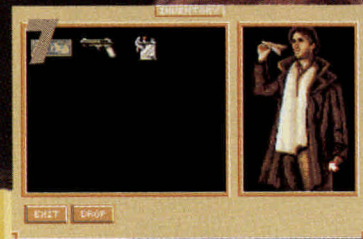
The presentation of all Dynamix games is superb and Heart of China is one of their best to date. Everything about the game from the box and manual to the graphics and sonics spells quality. The gameplay follows suit, there are enough puzzles to keep you guessing and action to keep your pulse going. My only complaint is the number of disks; nine! If you don't have two drives you'll be in for a lot of disk swapping. However, this is one of the top releases from Dynamix so far. I can't think of a better excuse to go out and buy a hard disk either.

**JASON**

**LEAGUE RATING**

13	WILLY BEAMISH
14	HEART OF CHINA
15	ZORK TRILOGY

A D V E N T U R E



As Chi doesn't believe planes can fly, you must convince him. Grab a leaflet from the street, fold it into a paper plane and demonstrate.



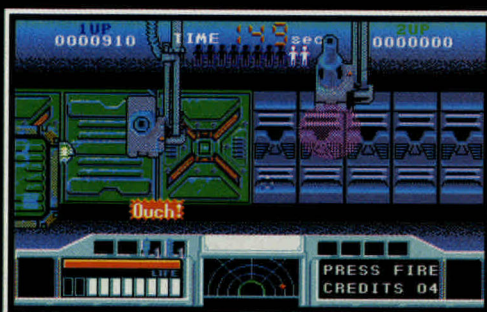
Once you are safely in the air, its off to the town of Shanghai and the next exciting episode of this thrilling game. Good luck, you're going to need it.







Some of the early alien creatures are decidedly nasty. To kill them aim for the head and let rip. A few rounds of anti-alien plasma should do the trick!



The guns on the ceiling appear when you least expect them to. Fortunately, they're not too difficult to destroy. A single blast is usually enough to put them in the past tense.



The white creatures need to be eliminated limb by limb. Make sure you destroy the hands and arms before even contemplating going for the head.

SHOOT 'EM UP



Space Gun is a typical Ocean license. After all, just about every top arcade unit which has housed a black sub machine gun or two has been snapped up for conversion by the Manchester software giants. Operation Wolf started it, way back in the mid to late eighties. And ever since then, the 'Operation Wolf' label has stuck.

There have been a number of clones and a couple of sequels, yet so far none of them have exactly set the home computer world alight. Operation Thunderbolt is probably the outstanding offer, yet it too could hardly be labelled as being brilliant. Its recent release at budget level being very predictable.

Space Gun is undoubtedly

another Operation Wolf clone. The arcade version, I have to admit, is pretty good, although I wouldn't admit to being into this sort of thing. The pump action shot guns and the alternative scenario were possibly the two major attractions.

### ANOTHER WORLD

The game is set in an alien environment. The progression is automatic, although at certain stages there is a choice of path. To complete the mission outright, one or two players who play the part of intergalactic marines must release a number of hostages, wipe out a breed of ferocious aliens and reach an escape capsule.

The screen scrolls relatively smoothly, both horizontally and vertically, inwardly. The action changes between these two styles very frequently. Usually a closed door

## A SIGHT FOR SORE EYES



Fire bombs at the baddies that explode on impact, taking out the surrounding area.



The freeze gun transforms the creatures into ice and ultimately kills them.



Throw blades with ferocious intent and slice the alien scum bags straight down the middle.



This is your standard rapid fire weapon. Use it sparingly, if you can.

separates the two. The aliens, therefore, either appear from the doom and gloom of the 3D corridors, or scroll on from the left or right of the screen in the horizontal sections.

The aliens come in all shapes and sizes. The most common are the upright reptile type creatures that swing their claws with ferocious intent. A successful swing is pointed out by three blood

filled claw marks, gorged into the screen! There are others too, which prowl the corridors!

### PUMP IT UP

In return, you have a number of major weapons, each of which is strictly limited. You start the game with special rapid fire gun. This is almost always available, but if you've fired it in succession for a number of seconds it'll take a little

# Space Gun



Level three sees you driving across the planet surface in a sort of space buggy. To complete the level you must find out why the space station has stopped communicating.



This particular end-of-level meanie is a bit of a sod to say the least. It goes without saying that you must destroy the tentacles before ultimately wiping out the beast.





These horrible creatures are actually crawling all over your already scarred face. The time has come to use one of your special weapons.

time to recharge, indicated by a red power bar.

The other four weapons are less frequently used because they are so limited. In the arcades you'd fire one of these weapons by pumping the gun, on the Amiga a quick jab of the right mouse button does the job. It's worth mentioning that the Trojan light gun is compatible with Space Gun.

### LEVEL-HEADED

The four weapons have varying effects. To collect them you must shoot and destroy the little green lights fixed to walls. Due to the strict limitations of these lights, it's advisable to only use these weapons when desperate.

Keeping your cool is imperative, as you could quite easily blow away a wayward hostage. Leaving hostages to their own devices is also a danger as some convert into aliens right on the brink of freedom.

There are seven levels to battle through and between levels the next part of your mission is detailed. While the action remains similar throughout, but the backdrops change in appearance and that there's a nice trek across a barren planet surface in a jeep, Operation Thunderbolt style!

OVERALL  
SCORE  
**80%**



**1** These bars represent your current strength. Watch them. If they all disappear, a life is lost.

**2** This red bar indicates the current charge of your main weapon. If the red disappears then you'll have to wait for the gun to recharge.

**3** If a second player was participating, all his game stats would be shown here (quite conveniently).

**4** The radar displays any aliens in the immediate vicinity. In all honesty, you never get the chance to really use it.

**5** Shows how many hostages you have saved and how many are in captivity.

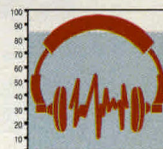
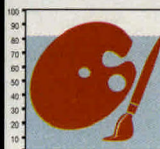
**6** This gun looks nasty, but its bark is much bigger than its bite.

**7** This is a typical creeping alien, just about to be turned into space dust.



### ACTION INFO

**SPACE GUN**  
OCEAN £25.99  
TEAM: IMAGES



I've never quite understood the appeal of games such as Operation Wolf. The manic action has always seemed somewhat uncontrollable and overwhelming. Space Gun is very similar, and for that reason I cannot see myself playing it once I've completed this review. However, it's quite obvious that Operation Wolf style shoot'em-ups are incredibly popular. And for that reason I'm quite happy to recommend Space Gun, simply because it's perhaps the best game in its style. A flawless Ocean conversion, that arcade fanatics will undoubtedly rave over and play for many weeks to come. **PETE**

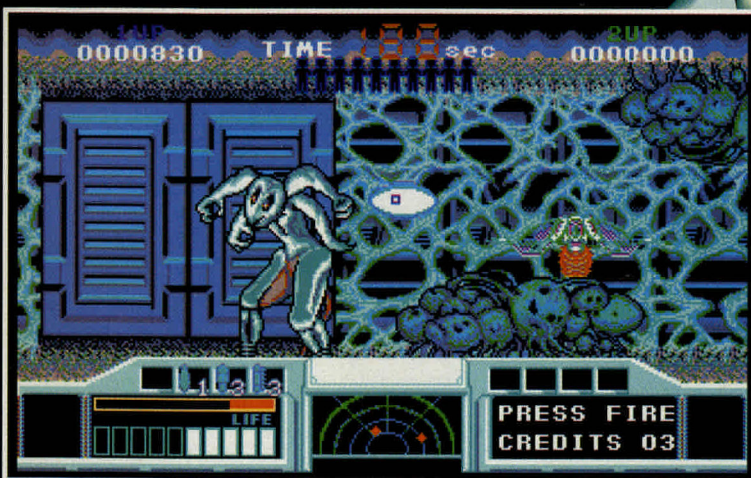
### LEAGUE RATING

26 ORK

27 SPACE GUN

28 THE EXECUTIONER

SHOOT 'EM - UP



This creature is making a shield with which to protect himself (surprise!), but you wouldn't be in this predicament if you hadn't fallen down a rather large and obvious hole in the first place.



Is that a space shuttle I see before me, with an alien close at hand? Come, let me kill thee, before I climb into the cockpit and get the hell out of here!



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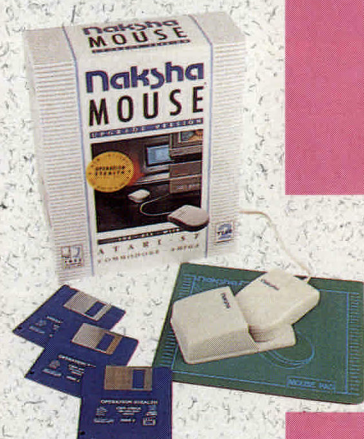
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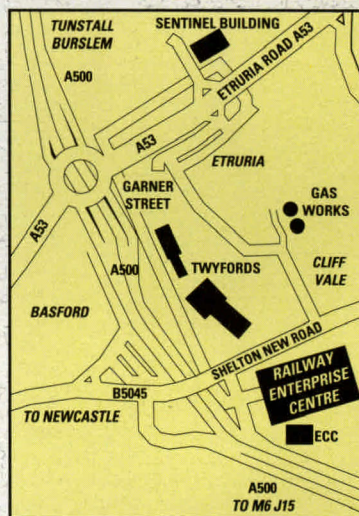
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GOVERNMENT, TRADE AND EDUCATIONAL ORDERS WELCOME



# MICROPROSE GOLF



Are you struggling at the wrong end of the leader board? Are your 18 hole scores on the positive side of zero? Do your plus fours chaff annoyingly? Never fear. Microprose and the Thought Train are here, with the definitive guide to what is arguably the Amiga's finest ever golf simulation. The guide covers the more difficult aspects of the game and gives a complete and unabridged run down on what are possibly the ten hardest holes!

## TEERING UP

The tee shot is the one time you are guaranteed a perfect lie, yet this is also the shot which often goes wrong and leaves you in the rough. Think carefully about your strategy and play sensibly.

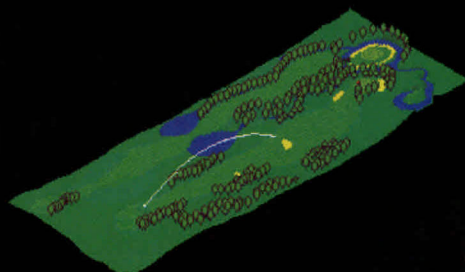


Make use of the 'tee' icon to increase the options available. For example, you should always move across the tee to straighten out dog-leg holes to gain a better view around trees.

Tee off from the highest position when you want to increase your pitching distance to clear a hazard, but beware, this makes the shot more difficult. You'll also get a longer overall distance from the lower tee position if there is a headwind.

## STANCE

This option lets you adapt for the slope you're playing off and also makes possible a whole range of special shots.



### HOLE 12 PAR 4

The most important thing to notice is the steeply sloping left-to-right fairway. If you want to be able to see the green on your second shot, you must play above the fairway bunker, otherwise it's possible for the ball to roll into the right hand rough and ruin your approach. Be brave and use an overpowered driver to clear the bunker. Otherwise hit the ball short with either a one wood or an overpowered two wood.

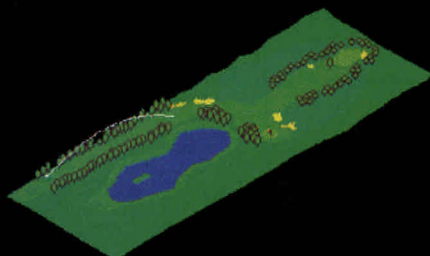
While employing a closed stance it's easier to play a draw shot (slightly hooked to the left), while a fade shot is easier with the stance open.

The open stance is also quite useful for playing off steep right-to-left slopes and vice versa for the closed stance. If you're unsure, stick to the default square-on-position selected by the computer.

## PUTTING

The most important thing to remember is that the halfway mark on the putting meter always represents the optimum

## FAIRDALE



### HOLE 3 PAR 4

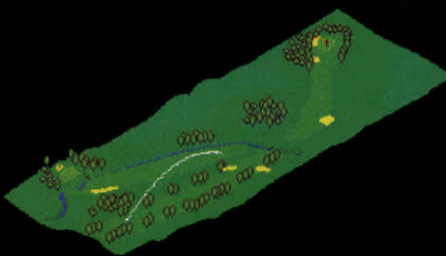
#### First Shot:

The fairway is very narrow, so aim down the middle and use either a five wood or one iron for accuracy.

#### Second Shot:

The green slopes to the left so rotate one notch to the right to compensate for the 'kick' on pitching. Don't be afraid of the trees, since you should be using a full power nine iron.

## ST AUGUSTINE



### HOLE 9 PAR 3

Unless you're scratch you'll be playing off the front tee which is a good 30 yards forward and gives you a clearer view of the green. Make sure you don't undercut and flirt with the brook, and target the right side of the green, as a steep slope will move the ball back to the left.



### HOLE 10 PAR 4

#### First Shot:

You can't clear the brook, but you must get as close as possible to the water's edge to have a chance of reaching the green. An overpowered three wood is ideal.

#### Second Shot:

The green is partially hidden by trees, so use another three wood and aim for the visible right hand portion.

## small tips

The constant flow of Lotus Turbo Challenge 2 codes seems to be slowing at last, although we still receive at least one set of codes per day! Please don't bother sending them in as we tend to submit everyone of the damn things directly to the bin. On the other hand, we do require the complete set of codes for the Havoc levels of Oh No! More Lemmings, so get your finger out.

## OH NO! MORE

## LEMMINGS

Forget last month's levels codes, here are the codes for the next three levels (crazy, wild and wicked), plus a few two player level codes. Next month, we will definitely supply the much sought after havoc codes!

### CRAZY

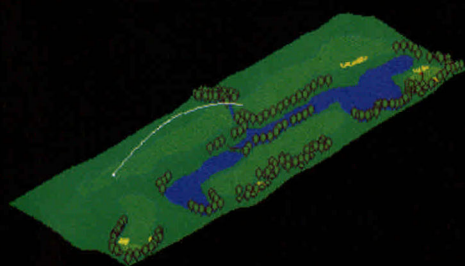
1. TFLCAHVFB
2. FLCIHUTGBL
3. LCAVVTGHBK
4. CKLTGNIBF
5. CAHSUFLJBF
6. KHRUFLCKBP
7. LSUGLCCLO
8. RUFNCILMBF
9. UGLCCCHUNBO
10. GLCIHVUOBG
11. NCCMUUFBG
12. BICMUNLQBE
13. CGHSVLBCI
14. IPTLOBCCM
15. MQVLKADCJ
16. STEMCIIECM
17. TEMCCHWFCH
18. DMCKIUTGCO
19. ICALWVLHCQ
20. CKLWVMICM

### WILD

1. BGIRUMMUCD
2. OHSWMICKCL



# MOUNTSUMMER POINT



## HOLE 15 PAR 4

### First Shot:

The safest way to play is over the stream to the left of the fairway.

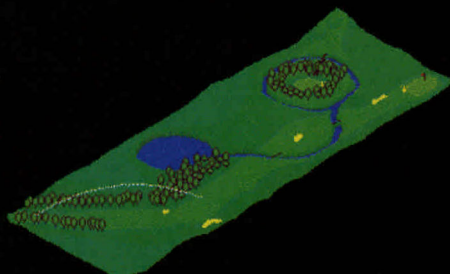
### Second Shot:

The green is on a long uphill slope which will kill the bounce and leave you short. A good approach is to take two clubs more and underpower. The lower loft on the longer club will help negotiate the slope.



Pete 3 (5) Putter 14 ft 2 ins

'flat' power, regardless of the distance of the putt. All you have to do is go past the line if the putt is uphill, or below the line if it's downhill. Remember, you can check



## HOLE 18 PAR 5

### First Shot:

Since the fairway makes a dog-leg, use the far right tee position to straighten out the angle. Don't be afraid to drive over the woods, but make sure you tee up on the top position to gain enough height.

### Second Shot:

Pitch accurately onto the green as it has extremely treacherous contours.

the slope of the green by clicking the right mouse button to see the path of the hole from the side. The only other thing to concern yourself about is the side slope. Use the 'grid' icon to ascertain whether this is left to right (or right to left), and compensate by playing to the left (or to the right).

## BUNKER PLAY

The sand wedge is sensitive to the slope it is being played off. When playing from the back of a bunker, you are likely to be playing off a down slope, therefore the



## HOLE 1 PAR 5

### First Shot:

The fairway will kick balls to the left, so aim for the extreme right hand edge and hit a driver with slight overswing.

### Second Shot:

Here you're likely to be on an up slope, so take a lot more club - a 3 wood perhaps - and aim for the far right edge of the green.

shot will go lower and is likely to gain more forward momentum. From the front of a bunker, the ball will come down vertically and spin back towards you.



Pete 1 (5) Sand Wedge 262 yds

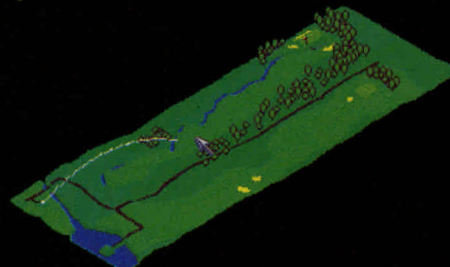
## BUCKLAND HEATH



## HOLE 16 PAR 4

The fast, sloping left to right green dictates the strategy for this hole. Target the right hand edge of the fairway, beyond the bunker. That way you'll be able to play up onto the green. Aim directly for the pin and use a slightly underpowered pitching wedge to land just beneath the cup.

## FENHAM VALLEY



## HOLE 1 PAR 5

### First Shot:

The snaking creek causes problems all the way down. Be brave on your tee shot and drive over the water, remembering to put your tee up to pitch over the hazard.

### Second Shot:

Avoid the temptation to play for the green, because you're bound to end up in the drink. Instead, play short and safe.



## HOLE 18 PAR 5

### First Shot:

The big lake looks threatening, but by keeping your cool and raising your tee you should clear it very easily. Pitch to the left hand side of the fairway.

### Second Shot:

A three wood over the trees and bunker is possible, but it's best to play a long iron short of the bunkers.

# MICROPROSE GOLF

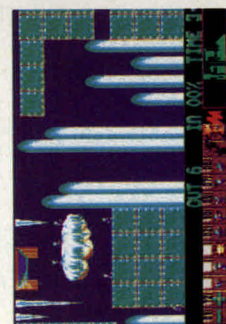
3. LQUDMCELCN
4. QUDMCMCD
5. UDMCHVNCQ
6. LICIUWOCL
7. OCALVUDPCE
8. CILWUDMQCM
9. CAHRTGMBDP
10. IHSTFMCCDI
11. MRTNICADDJ
12. STGMCKLEDR
13. TOICAHVFDL
14. NKCOHWVGDO
15. ICEMWTNHDG
16. CILVTNIIDJ
17. CCHRUGMJDK
18. IHRUGMCKDR
19. MRUOICALDD
20. QUFMCMMDG

### WICKED

1. UFMCAHUNDO
2. NICKHTWODO
3. OCCLUWUGPDL
4. CILVUFMQDO
5. GCHRTMHBEH
6. IHSTELGCEL
7. MQVEHGEDEJ
8. PVMHGOMEEL
9. VMHGCHWFES
10. DLGKHUTGES
11. NGALTTDHEO
12. GILUTDLIEG
13. GGHQUJLJEO
14. MHPUELGKEF
15. MQUDNGALER
16. AVMJGKMIES
17. ULJGGITNEM
18. DLGHWUOEL
19. LGAMUUEPEI
20. GIMTUMJQEG

### TWO PLAYER - SOME CODES

1. N/A
2. KHPTDKJCKR
3. LPTDJADKK
4. PTDJULEKD
5. TDJAHTFKM
6. DIJHTTGKF
7. IJALTTDHKS
8. JLTDTDIKL
9. JHPUDJKN
10. IHPUDJJKG

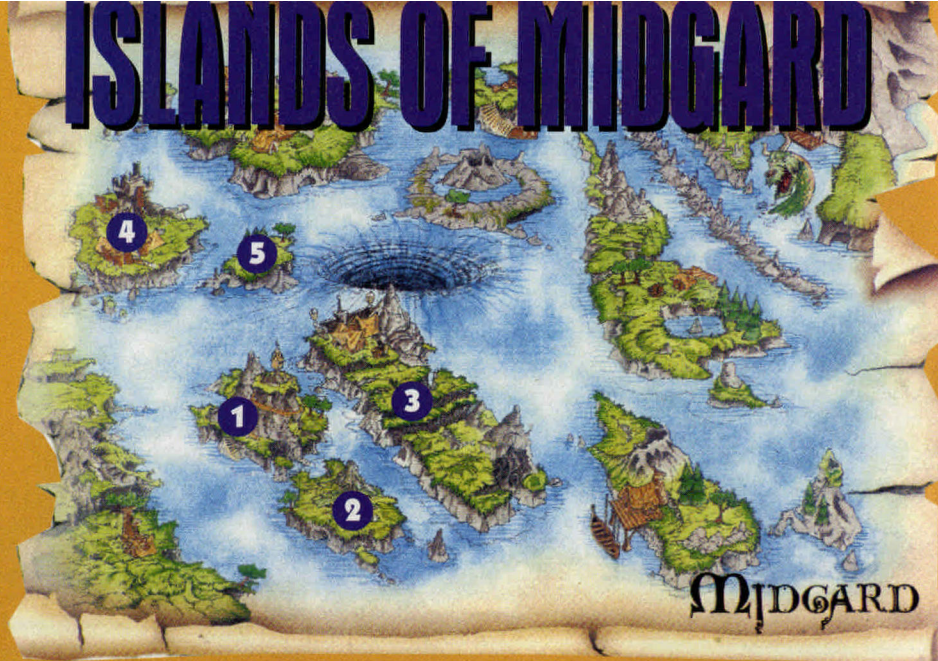






Put down your drinking horns and take a look at what Core Design and our very own Alan Bunker have to offer you. Core have provided the solution to the first level of those splendid Scandinavian capers in Heimdall. You can now consider your problems over – at least for the first few islands, anyway!

## ISLANDS OF MIDGARD



### 1 THE ABYSS

A tiny island that introduces you to the world of Heimdall. If you lose a member of your party here, then start again as you can't afford to do this! Expect life to get much harder later on.



**Room 1:** Collect the coins, the food and the pouch. You should find some gold in the pouch.

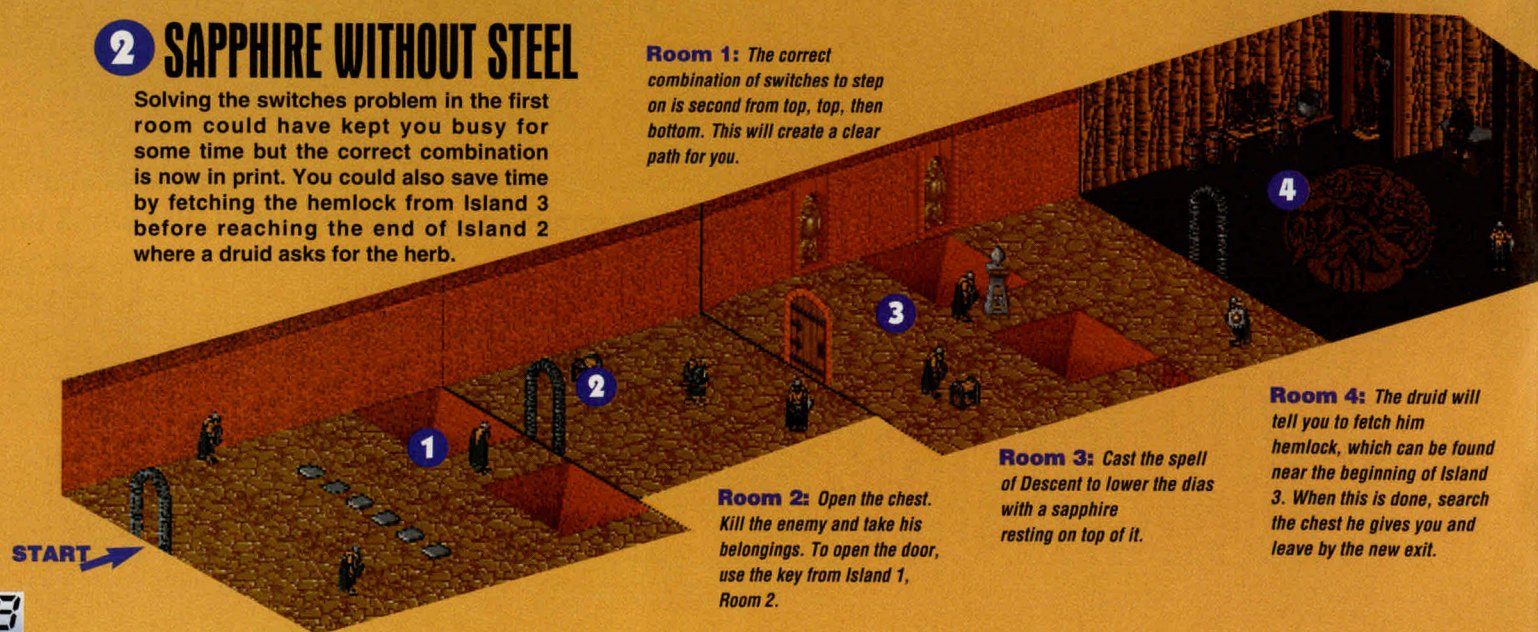
**Room 2:** Kill the enemy for the spell of Descent.

**Room 3:** Cast the spell in order to reveal the otherwise wholly invisible bridge.

### 2 SAPPHIRE WITHOUT STEEL

Solving the switches problem in the first room could have kept you busy for some time but the correct combination is now in print. You could also save time by fetching the hemlock from Island 3 before reaching the end of Island 2 where a druid asks for the herb.

**Room 1:** The correct combination of switches to step on is second from top, top, then bottom. This will create a clear path for you.



**Room 2:** Open the chest. Kill the enemy and take his belongings. To open the door, use the key from Island 1, Room 2.

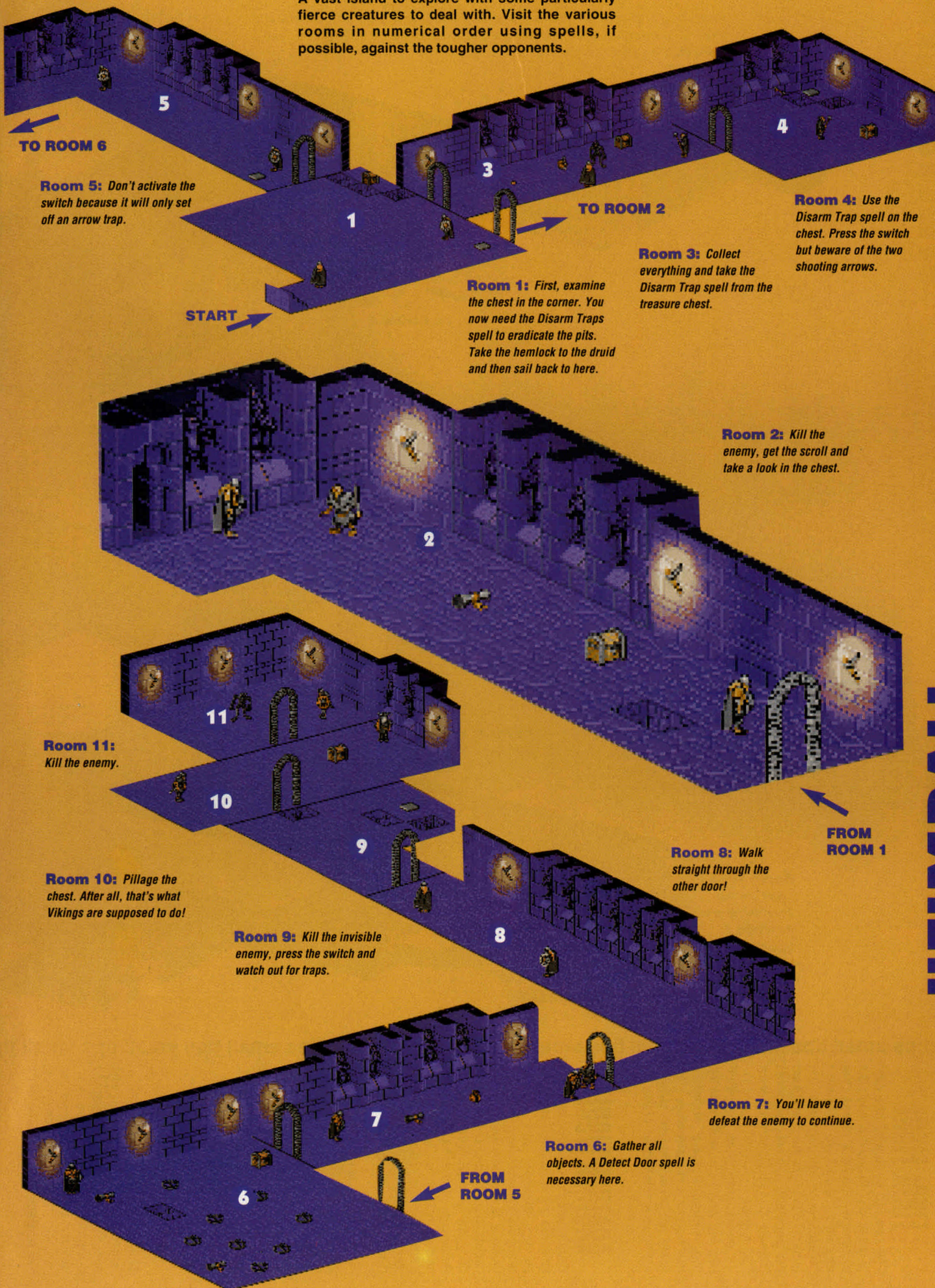
**Room 3:** Cast the spell of Descent to lower the dias with a sapphire resting on top of it.

**Room 4:** The druid will tell you to fetch him hemlock, which can be found near the beginning of Island 3. When this is done, search the chest he gives you and leave by the new exit.



### 3 SEE NO EVIL

A vast island to explore with some particularly fierce creatures to deal with. Visit the various rooms in numerical order using spells, if possible, against the tougher opponents.



TO ROOM 6

**Room 5:** Don't activate the switch because it will only set off an arrow trap.

START

TO ROOM 2

**Room 1:** First, examine the chest in the corner. You now need the Disarm Traps spell to eradicate the pits. Take the hemlock to the druid and then sail back to here.

**Room 4:** Use the Disarm Trap spell on the chest. Press the switch but beware of the two shooting arrows.

**Room 3:** Collect everything and take the Disarm Trap spell from the treasure chest.

**Room 2:** Kill the enemy, get the scroll and take a look in the chest.

**Room 11:** Kill the enemy.

**Room 10:** Pillage the chest. After all, that's what Vikings are supposed to do!

**Room 9:** Kill the invisible enemy, press the switch and watch out for traps.

**Room 8:** Walk straight through the other door!

FROM ROOM 1

**Room 7:** You'll have to defeat the enemy to continue.

**Room 6:** Gather all objects. A Detect Door spell is necessary here.

FROM ROOM 5

# HEIMDALL



# HEIMDALL

## 4 PILLAGING PROHIBITED

You'll see a change in scenery and civilised interaction with others you meet. In particular, enter the village shop and trade for some food. You'll need all the extra energy you can lay your hands on.

TO VILLAGE

**Room 2:** Kill the enemy – simple enough.

**VILLAGE:** Kill the enemy and collect the scroll. Then go inside the hut. Follow the path round and trundle on through the exit.

**Room 3:** Take a peek inside the chest and then journey through the exit which leads to the village.

TO ROOM 4

**Room 1:** Press the third switch to disarm the traps.

## 5 WOT, NO SPIDER?

Nothing tricky here. Just collect all the scrolls in order to enhance your magical powers. These will help you later on in your adventures – if your party survives long enough.

**Room 2:** It's another chest to look in.

**Room 1:** The switch will shut down the trap near the cobweb. A Disarm Trap spell will destroy the other door trap.

START

small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

## small tips

### FINAL FIGHT

This one has been a bit of a pain to get hold of to say the least. But at last we have a cheat that enables you to remain invulnerable throughout the game. To activate the cheat, load the game and wait until the words "Not so fast Mike, turn on your TV" appear.

Immediately press the HELP key and wait for a while until the programmers have finished making pratts of themselves. The game will begin and both players will be completely invulnerable.

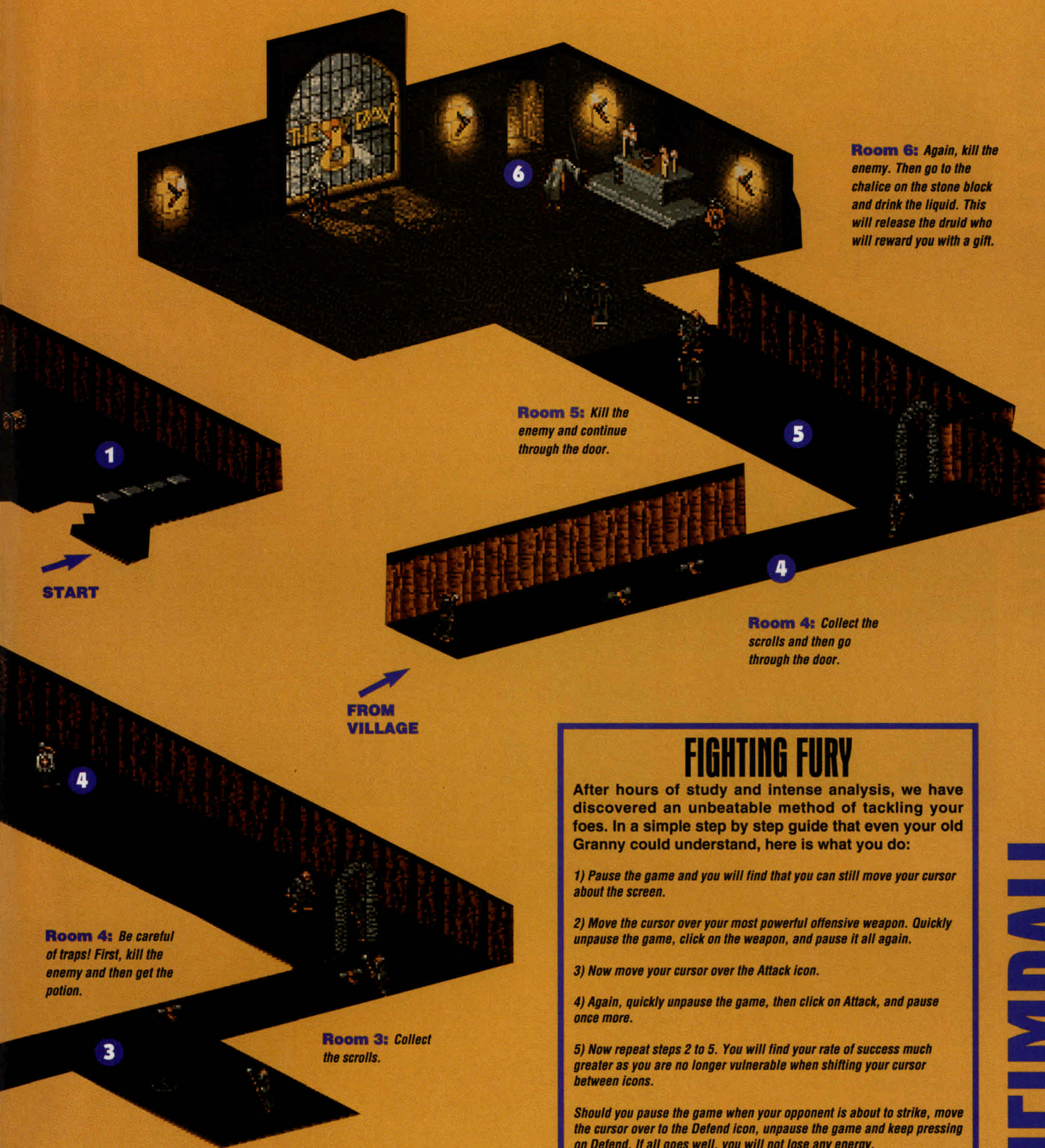
### ANOTHER WORLD

Delphine's latest is possibly a little too short to offer any long term challenge, but it's an enjoyable game nevertheless. Quite a few of you sent us the codes, but I'm afraid there can only be one winner. Marcus Pembroke of Blackburn sent the codes in first, so he wins the game of his choice, which happens to be the Dizzy Collection from Code Masters.

1. EDJI
2. HICI
3. FLID
4. LIBC
5. CCAL
6. EDIL
7. FADK
8. KCIJ
9. ICAH
10. FIEI
11. LALD
12. LFEK

Thanks also to Jon Moakes of Southampton for the codes, who doesn't I'm afraid win a prize. As a small consolation however, here's a quick message from Jon himself. "Beth... I love you!" Forget Beth, it's possible to get a





**Room 6:** Again, kill the enemy. Then go to the chalice on the stone block and drink the liquid. This will release the druid who will reward you with a gift.

**Room 5:** Kill the enemy and continue through the door.

**Room 4:** Collect the scrolls and then go through the door.

**Room 4:** Be careful of traps! First, kill the enemy and then get the potion.

**Room 3:** Collect the scrolls.

## FIGHTING FURY

After hours of study and intense analysis, we have discovered an unbeatable method of tackling your foes. In a simple step by step guide that even your old Granny could understand, here is what you do:

- 1) Pause the game and you will find that you can still move your cursor about the screen.
- 2) Move the cursor over your most powerful offensive weapon. Quickly unpause the game, click on the weapon, and pause it all again.
- 3) Now move your cursor over the Attack icon.
- 4) Again, quickly unpause the game, then click on Attack, and pause once more.
- 5) Now repeat steps 2 to 5. You will find your rate of success much greater as you are no longer vulnerable when shifting your cursor between icons.

Should you pause the game when your opponent is about to strike, move the cursor over to the Defend icon, unpause the game and keep pressing on Defend. If all goes well, you will not lose any energy.

# HEIMDALL

lot more fun from the serial port on the back of your Amiga.



## ROBOCOD

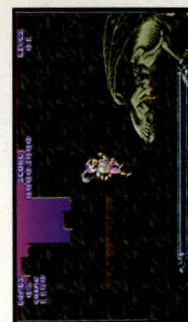
Apparently, last month's cheat for our coverdisk edition of Millennium's finest works on the full priced product tool. For the sake of those who can't remember, or for the fools who didn't purchase the magazine, hit the CTRL key to make the border flash and press RETURN to become invulnerable. Press the RETURN key a second time to de-activate the cheat.

## LEANDER

This is one of my personal favourites. It's just so professional in every department. It's also worth mentioning that the quality of the levels improve in a big way as you progress, so type in the following two codes if you're still struggling on the first world.

1. N/A
2. ZXSP
3. LVFT

That wraps it up for this month I'm afraid. The Lemmings level codes took up a lot of space, which was quite fortunate from our point of view, because there's a real lack of cheat modes around at the moment. So remember folks, if you've got any hints, tips, cheats or pokes, send 'em to the usual address.



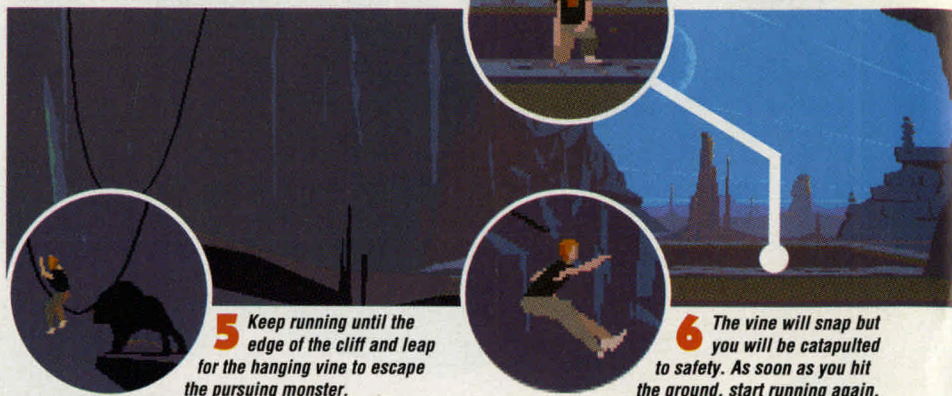


# ANOTHER WORLD



**1** You will materialise inside a deep pool. Unless you wish to drown, swim to the surface by pushing up. If you waste too much time, tentacles will reach up from the murky depths and drag you to your doom.

## PART 1



**5** Keep running until the edge of the cliff and leap for the hanging vine to escape the pursuing monster.

**6** The vine will snap but you will be catapulted to safety. As soon as you hit the ground, start running again.



**1** As you wake up from your painful slumber, you find yourself imprisoned within a cage. Start to swing the cage left and right until it is moving violently. Suddenly, the suspending chain will snap and the cage will fall, killing a guard as it does so.

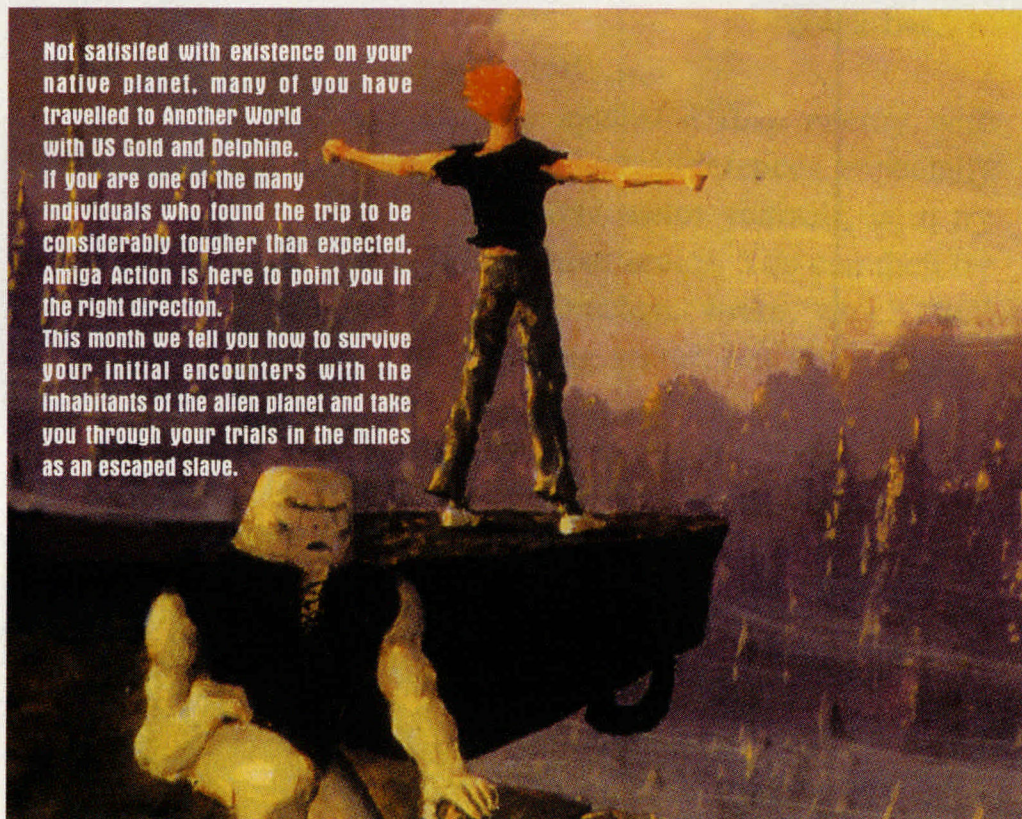
## PART 2 THE MINES



**2** Not all of the aliens are war-like and your fellow captive will offer to help you to escape. Before you run from the scene of the "accident", grab the guard's gun.

**3** Use the gun to blast a guard as he runs onto the screen. Wait for your new found friend to catch up before you proceed down the corridor.

Not satisfied with existence on your native planet, many of you have travelled to Another World with US Gold and Delphine. If you are one of the many individuals who found the trip to be considerably tougher than expected, Amiga Action is here to point you in the right direction. This month we tell you how to survive your initial encounters with the inhabitants of the alien planet and take you through your trials in the mines as an escaped slave.



**10** To navigate the labyrinths successfully you should roll left, right, right, left and finally right. You will drop out of the tunnels into a brand new area of the alien city.





## THE WILDERNESS

**2** Crawling on the floor are slug-like creatures with a deadly sting. Crouch down as you enter the screen and dispose of the slimers with a swift kick.

**4** If you're fast enough the beast will stumble and allow you to escape.

**3** As you walk onto the screen, a wolf-like predator will pounce. Immediately start running to the left and don't stop.

**7** Just as you think you have hit a dead end you are saved. A laser blast brings the creature to the ground!

**8** Here are your saviours. But who are these mysterious beings? Will they take you in and look after you? No, they shoot you too!

**4** All around are slaves in cells but you don't have time to help them. Use the gun to build a shield (by holding the fire button down for a few seconds) to cover yourself, while the alien tries to open the doors.

**6** At the top of the shaft is a small dome with a window. A quick glance will reveal a lovely panoramic view of the city.

**9** You are surrounded! Your only chance of escape is to jump down the maintenance shaft in the floor. What will happen to your friend? You can't turn back to help him so he will have to fend for himself.

**5** Use the elevator to travel up and down the shaft but don't leave the alien behind.

**8** If you hold down the fire button for a long period of time the gun will generate a blast of energy that will blow solid metal apart. Use this method to destroy the door in front of you. Quickly run from the screen before the trapped guard manages to escape.

**7** Travel to the bottom of the shaft and you will find a small power generator. Blast it with a quick shot before proceeding up to the next level.

# ANOTHER WORLD



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# Powermonger

## WW1 Data Disk

STRATEGY



Bullfrog have established themselves as the kings of this genre of strategy game. With the classic Populous, they originated the style and since then they have improved upon it almost immeasurably with Populous II and Powermonger.

Not content with just being the best, they want to be the greatest by a long way and so they have now produced the Powermonger World War One Data Disk in an attempt to increase their lead.

### FROM SHEEP TO TANKS

On the surface, the additional disk does not seem to alter the game a great deal. The graphics have been altered to better suit the new era,

the armour clad generals have been replaced with military officers and your subordinates are now seen wandering around wearing starched and pressed uniforms. Not a great improvement you may think.

However, as you get to grips with charging across Europe rather than just a few fictional islands you become aware of a great deal more significant alterations.

### SCRAP ON

For a start, the sheep and spears have disappeared and in their place you will find a load of tanks and rifles. No longer do you have to engage in a bloody melee as you can sit casually on the outskirts of a town and shoot anybody who presents themselves.

Your overall aim is much the same as before, you must conquer your opponents and drive them into the ground. However, the strategic emphasis has changed somewhat. Although rations, troops and settlements are still of some importance to you, the arms race is now by far the overriding number one priority.

### COMMAND AND CONTROL

Equipping your troops with rifles and bayonets isn't going to help at all when you come face-to-face with your first bi-plane or tank.

Capturing settlements with factories in them becomes of prime importance to you.

OVERALL  
SCORE  
**91%**



You can keep account of casualties as angels rise representing the souls of the dead.



Your task is to charge across Europe and conquer the entire continent.



### GOING OVER THE TOP

**1 HOME:** This is where your meagre forces begin their conquest, a small village on an island to the north of Scotland.

**2 MOUNTAINS:** Rugged terrain such as this will slow your forces down considerably and pose logistic problems, especially when it comes to supplies.

**3 BUSHES AND WOODLAND:** It is the middle of winter at the moment so this greenery isn't looking very healthy but during the summer it can be an indispensable source of food.

**4 ENEMY VILLAGE:** You will come across many villages that are occupied by the bad guys. Charge in there and liberate the downtrodden locals.

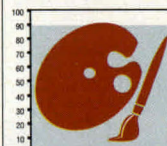
**5 ENEMY BASE:** Fortified buildings and factories will provide you with vital supplies, you just have to get your sweaty hands on them.

**6 THE SEA:** The cold and murky depths halt your advance and your ground troops will stop on the shore. Bi-planes are needed to overcome the problem.

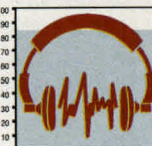


As you negotiate the terrain and other physical objects, the weather will play an important part in your victory. As snow covers the hills the troops become lethargic and food can get scarce.

A C T I O N I N F O



**POWERMONGER WW1**  
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TEAM: BULLFROG



Improving upon the original Powermonger is a hard task indeed and, to be honest, the changes aren't very significant. What the data disk does do is add extra depth to the gameplay giving it a new lease of life. If you weren't a fan of the game in the first place, then the new environment and tactical problems will not change your mind and make you a convert but dedicated fans should rush out and get in on the action now. As the WW1 scenario is a data disk you do need the original game but there isn't a better reason to break open the piggy bank.

JASON

### LEAGUE RATING

\*\*\*TOUCHDOWN\*\*\*

**1 POWERMONGER & DATA DISK**

**2 UTOPIA**

S T R A T E G Y

055  
AMIGA  
ACTION



# The Neverending Story II



As you progress through the various arcade sequences the secrets of the Neverending Story are revealed through the animated and illustrated storybook.



ARCADE ADVENTURE



I've never actually seen any of the Neverending Story films, and if the game is anything to go by, I'll consider that a privilege. The first film of the sequence was converted by Ocean many moons ago on the then popular 8-bit formats. If I remember rightly, it was an average text adventure with a few nice graphic locations thrown in for good measure.

The arcade game follows the exploits of Bastian as he heroically attempts to save Fantasia from total destruction. The entire adventure consists of six separate arcade

sequences, each of which is based upon a particular scene taken from the film. Fortunately, the game has been conceived in such a manner that it's actually possible to play the part of Bastian without having seen the film first.

## MAGIC STORYBOOK

The complete storyline is actually told as you progress through the various arcade sections, via an animated storybook. In an attempt to give you a feel for the game we'll describe level one in detail and briefly run through the other five.

The first level is set in Silver City, a market place full of platforms,

Level two sees you hurtling down a series of canyons at break neck speed, in desperate pursuit of Smerg. To run him off the road, you must attempt to knock him against the rock hard canyon walls.

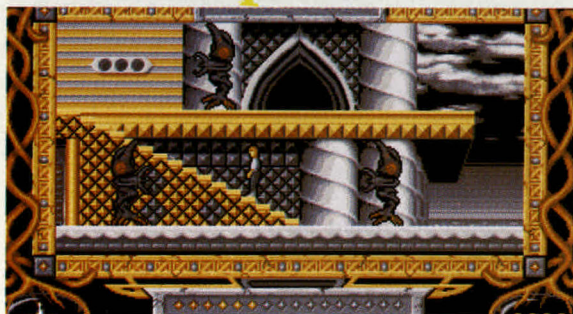
stairways and fearsome creatures.

The overall aim of the this level is to reach the opposite side of the city and escape the from the monsters via a boat. The actual adversaries are semi-intelligent creatures and therefore it's possible to creep up behind them and shove them off platforms, or stand on one of the many staircases and somehow remain out of sight.

## IRKSOME LOITERING

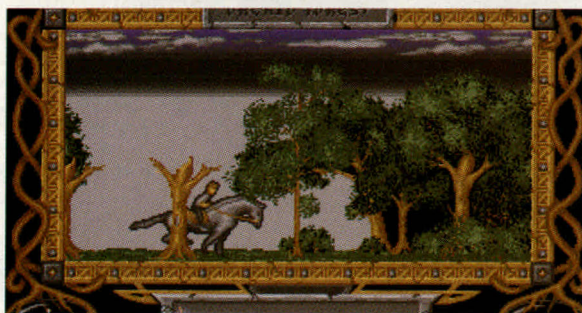
As you can imagine, this leads to a lot of time spent waiting around on stairways, making the whole process incredibly tiresome. The various locations look identical and the maze seems to be laid out in a way that it's possible to wander around in circles!

The other levels are all entirely different, or the ones we've seen anyway. The story continues with the Dragon Flight, the inside and outside scenes of the tower, a ride on a horse through Orchard Forest, a swim down a river and finally the concluding conflict which is set way back in Silver City.



All the Silver City locations are almost identical in appearance. This makes finding your way around very difficult indeed, not to mention frustrating.

Riding through Orchard Forest on horseback is a dangerous occupation. Low branches, stray logs and low flying birds are all capable of removing you from the rear of your horse.

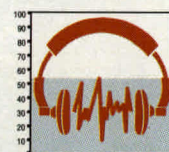
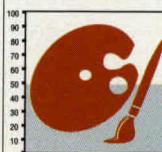


## ACTION INFO

### NEVERENDING STORY II

LINEL £25.99

TEAM: STUART JOHNSON & MICHAEL TSHOGL



The Neverending Story fails, mainly because the individual arcade sequences within the main framework are half-witted and badly designed. The graphics are inconsistent throughout. The animation on the main character is laughable, while the parallax scrolling on level 5 and the 3D canyons on level 2 are almost applaudable. The gameplay and control methods however, remain dire throughout, thus leading to utter frustration. Add to this the seemingly useless abundance of disk access between the loss of a life and level advancement and you've got one game I'd most definitely avoid. Pete

## LEAGUE RATING

79 STARBLADE

80 NEVERENDING STORY II

81 BLACK LAMP

ARCADE ADVENTURE

OVERALL  
SCORE  
39%



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Electronic Arts have established themselves over the years as one of the best software houses around and they look set to continue this admirable trend with their latest release *Black Crypt* which has been exclusively reviewed in this issue of *Amiga Action*. To thank EA for allowing us to see this latest masterpiece first we thought that the least we could do for them is to run a competition.

The prize of free games for a year has consistently proved to be very popular and so we thought that we would do the same for EA. Gorgeous hunk and 100% pure EA PR Manager, Simon Jeffery, was eager to go ahead with the proposed plan.

# Tales



## What's it all About?

*Black Crypt*, EA's latest release, looks set to take the throne from *Captive and Dungeon Master*. How, you may ask. Could it be the advanced graphics and interface system? Could it be the amazing sound and enthralling gameplay? It could be all of these but the most prominent feature is the plethora (lots and lots) of different monsters which the player has to fight his way through. We couldn't let this monster business slip through our fingers so we have decided to run a magnificent 'design the monster' compo.

## Ooh! It's all Slimy!

You must design a really nasty monster as demonstrated on these pages. You can create your monsterpiece either on paper or using an art package (such as the superb *Deluxe Paint IV* - Simon Jeffery). Make them

as mean as you can - no poofy looking creatures that would be scared of a dismembered mouse. We want glinting, sharp teeth, scales, long talons and red eyes - not that we're a perverted bunch or anything.

As mentioned before, the winner will receive free games from EA for a year, and that includes *Black Crypt*. Five runners-up will each receive a copy of *Black Crypt* and a nude, signed photograph of Simon Jeffery himself (that was a joke!).

Send your entry, along with the coupon slip to:

Tales From The Crypt Compo,  
Amiga Action, Europress  
Interactive, Europa House,  
Adlington Park, Macclesfield,  
Cheshire SK10 4NP.

Monsters should reach us no later than 31st March 1992.





# From The Crypt

*Our illustrious editor, Mr. Steven White (fanfare of trumpets!), has put his artistic skills on the line to produce this masterpiece of a drawing featuring the Amiga Action editorial team. Collectively known as the Amigasaurus Editorus, this clumsy, lumbering beast is feared throughout the computer publishing industry and is surely grotesque enough to send a chill down the stoutest of spines! Hopefully this beautifully rendered image will inspire you to show us what you can do with a pencil and paper, or, perhaps, a mouse and computer paint package, or even an empty washing-up bottle and a sheet of sticky-back plastic!*



**I would dearly love to win free games for a year but don't worry about the nude photo. I have enclosed my scary monsterpiece!**

**Name**.....

**Address**.....

.....

.....

**Black Crypt Compo AA30**





As you can see, I've invited some of my mates along for a game of footy. I'm sure that I'll win in the end because the other three geeks haven't got a clue.



SPORT SIM



My monitor, for no apparent reason, suddenly metamorphosed into an old navy blue Police box. I found myself positioned in front of a 1973 television set. "And Lorimer scores," uttered Coleman. "No! A brilliant save by the Sunderland goalkeeper."

The rest of the television-watching galaxy gaped in disbelief as the Rokerites hung on for their historic victory over the then mighty Leeds United.

As if by magic, I was back in front of my monitor and Sunderland had lost their fifth successive game. The manager puts you (and up to another three players), the budding manager/director/coach/p. r. person (no sexism in this magazine) in charge of a football league club struggling to make ends meet by trying to click the mouse on the appropriate icons at the right time, in the right order and with the right button. Or the left one as the case may be.

### SICK AS A MOUSE MAT

Immediately you are faced with a host of fascinating decisions which can all be made easily due to the eminently user-friendly point-and-click icon system. You are given a squad of players good enough for Sunday league football, which is perhaps why

# Software 2000 The Manager

most of the fixtures are on the Sabbath. Once you have relieved your Amiga of the awesome task of auto-selection, you can go ahead and pick your side.

Each squad member has the following ratings; strength, fitness, stamina and effectiveness. As Peter Beardsley would say, "Obviously, you pick your best team."

After you've done that, it's off to the training ground and you're now faced with the organisation of a kick around followed by a few beers and a curry. Unfortunately, it's not as simple as that.

You must decide whether to place the emphasis on tactics, shooting, fitness or general footballing skills. On top of this, you have to work out whether it is your defence that need the most training, or your goalkeepers, your battling midfield or your lightning forward line. Finally, you must determine the intensity of the session. You want your players to be in tip-top world-beating form when they come to play their matches, but the other side of the coin says that there's no point in going overboard

and risking a groin strain or worse.

### THE MATCH

Once you have decided to stop messing about pretending you know what you're doing, you can click on the fixture scroll read-out and let battle commence. This is the nail-biting part as the only part you can play now is that of manager (surprise, surprise... shut up, Cilla) by changing the formation for no apparent reason and substituting players that you never liked in real life even though their computer-



**1** The speedy left winger, Kieron Brady, jinks his way past the flummoxed overweight opponent Paul Gascoigne.



**2** He beats another man as his change of pace even has bearded commentator Jimmy Hill cheering for more.



**3** At the perfect moment, Brady slips the ball into the path of the elegant onrushing forward, Don Goodman, who unleashes a powerful shot.



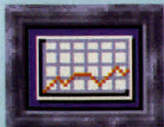
**4** The Tottenham goalkeeper, Erik the Viking, is left wishing he'd been playing Heimdall. Goodman wheels away to celebrate his hat-trick.



The master tactician (yours truly) has decided upon his formation for the forthcoming fixture. A difficult task indeed considering the wealth of talent in the squad.



## YOU ARE THE BOSS



The at-a-glance state of your club, including 'the money side of things'.



A record book detailing your club's past achievements and disgraces.



Your trophy cupboard fondly looked after by old mother Hubbard.



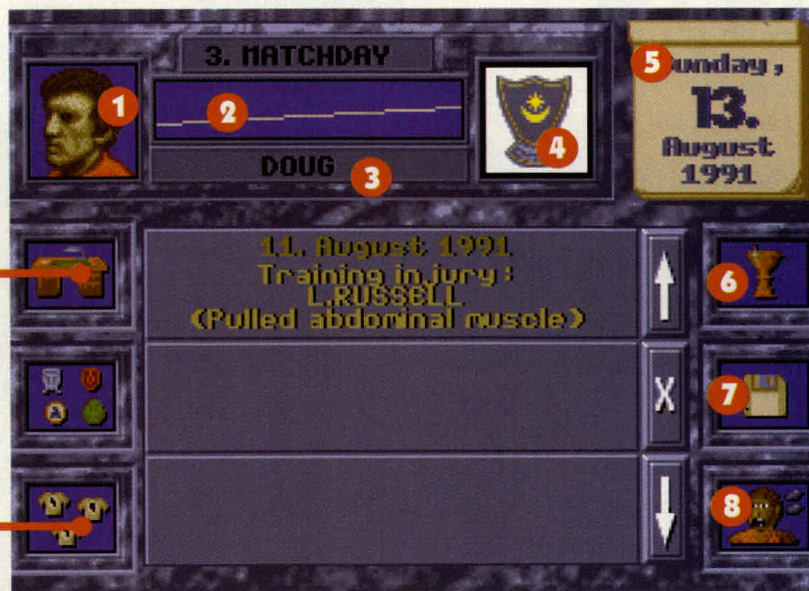
Build an all-seater. Or leave the ground as it is and double the price.



The dreaded bank and the preposterously high rates of interest.



Time for some kit and advertisement hoarding sponsorship.



## MATCHDAY MENU

- 1 The man in charge who takes no bull.
- 2 Your team's form so far this season.
- 3 Manager's name. Call him anything.
- 4 Club badge (Portsmouth).
- 5 The date (you ignorant fools).
- 6 The holy grail. Go on a quest for it.
- 7 Save game option. Very useful.
- 8 Quit game option. Don't do it!

## SQUAD-YOU-LIKE



Select your team. Leave it to the auto-picker or do it yourself.



Have a look at the current contracts of each of your players.



Time for some wheeling and dealing. Go for broke.



Attempt to organise a decent training session for your rabble.



Take one of eight training camps.



Check up on the present top goalscorers.



Gary Pollister, the awkward chap that he is, does not agree personal terms. I didn't want him really. Honest.

generated counterparts may be playing the game of their animated lives. The majority of the screen remains blank for the most part, but at random intervals some exciting football action occurs.

You are given the perspective of sitting in the stand, and you can see perfectly what is going on without the obstruction of roof supports or fat directors leaving their seats to check their bank balances.

The animation is unintentionally hilarious as although the action is as realistic as can be expected, the ball is the size of Gazza's belly - disproportionately large, white and round. My Subbuteo playing memories came flooding back.

### ACTION REPLAY

What is even funnier, however, is the fact that there is only a limited number of action sequences. Therefore, you can rise to your feet with a huge cheesy grin or alternatively hold your head in your hands seconds before the move actually comes to a halt as it is easy

to predict what is going to happen.

After a few games I had crashed out of the F.A. Cup and I had established myself as a re-election struggler. That was after I had signed Tony Cottee for a record fee and he'd got himself sent off on his debut!

The Manager had me singing

"Sack the Board" in no time at all until I sheepishly realised that the board was, in fact, me. Alright then, you try running a football club with an average gate of only eight thousand spectators.

OVERALL SCORE  
81%



Some enthralling matchday action to be thrilled at. The teams involved are: Liverpool, Birmingham City, Sunderland (haway the lads!) and long ball merchants Cambridge United.



The master tactician (yours truly) has decided upon his formation (4-4-2) for the forthcoming fixture against lowly Newcastle United. A difficult task indeed considering the wealth of talent in the squad.

## ACTION INFO

THE MANAGER  
US GOLD £25.99  
TEAM: SOFTWARE 2000



The Manager is so easy to 'get into' it is ridiculous. It is supremely and commendably addictive. The amount of features incorporated into the game, such as sponsorship, bank loans and the excellent statistical section attracted me to it in a manner reminiscent to the way Newcastle attracts losers. The sound is restricted to crowd noises and ref's whistle, but this doesn't detract from the fun. There is enough about this game for lengthy enjoyment and considering the standard of some other football management games it is the bargain buy of the season.

ALEX

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16 THE MANAGER

17 MASTER BLAZER

SPORTS SIM





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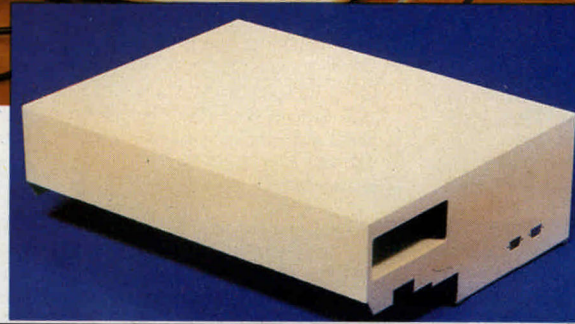
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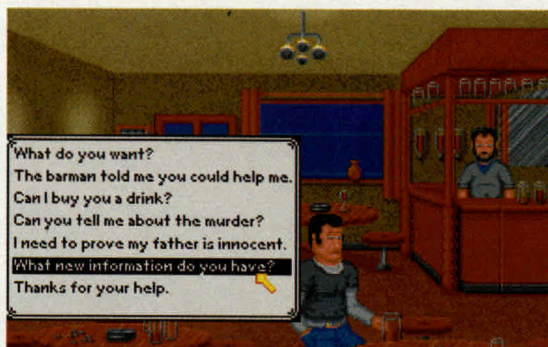
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Shady Dave is the man with his ear to the ground. Pick his brains for any and all information. Persistent pestering on your part will reveal more news and facts.



Taking the role of Steve White (Cough! Spit! What's he doing in here?), you don a long mac and trilby in an attempt to exonerate your father from a murder he didn't commit. With the mysterious worlds of Spillane and Holmes rushing through your mind, now is the time to make a name for yourself.

Impressions' Crime City, being published on the new IF... label, is described as being a 'role-playing adventure game' and may momentarily cause you to think of U.S. Gold's excellent Mean Streets. Unfortunately, Access Software (the team behind Mean Streets) didn't develop Crime City, so what you're left with is a product which fails to meet on at least a par with its superior predecessor.

Fully mouse controlled, you must explore the city in search of the real killer, motive, murder weapon etc.

### WALL STREET CRASH

A map display of the city allows you to point at where you wish to go. Once there, an illustration of the location appears on screen.

By scanning the environment, you may notice clues or utilise objects in some way or another.

For example, inside your office is a computer. Clicking on the computer gives you access where files and records can be read - it's even possible to dabble in the stockmarket to try and earn some extra cash (needed for extra training courses in lock picking, first aid and so on, as well as travel fare).

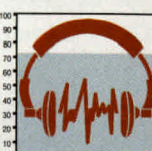
In other instances, you may spot a cigarette packet on the floor; by clicking on it, a text description will

# Crime City

## ACTION INFO

### CRIME CITY IF... £25.99

TEAM: ANDREW PRIME, STEVE REDPATH



It's not only the heavily restricted conversation system and lack of flexibility to manipulate and use objects that pushes Crime City onto the disappointing side. Many flaws in the gameplay will have you shaking your head in dismay. To emphasise the problems, here are more: what is the vicar doing in the churchyard at midnight, greeting you with 'Good Morning'? The share dealing system doesn't work properly. It's too long a story to go into but you can never lose money, only gain thousands. Poorly designed and executed with a marked lack of due care and attention. **ALAN**

### LEAGUE RATING

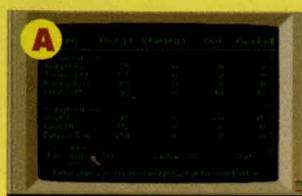
52 BIG BUSINESS

53 CRIME CITY

54 NAM

## STRATEGY

## ELEMENTARY, MY DEAR WHITEY



Your faithful PC, holding all the compiled records of people you know and suspect. It's even possible to link up with the local police computer as well as the stockmarket.



Closer inspection will display a map of the whole city. From there, you can select which locations you next want to visit.



Where would a detective be without his trusty phone? Contact the hospital, suspects, your girlfriend, and anybody else that may offer enlightenment to your case.



Your little black book with the names and addresses of your favourite film stars. Well, actually, it contains the phone numbers of important contacts and your character stats.



Pinned to the noticeboard are... notices. Each has information that may relate to the case. Examine them all and see what you can deduce!

give you more details. However, objects cannot be collected which seems rather, to put it bluntly, stupid! Who ever heard of a detective that leaves clues behind?

Interaction with people is made possible by a system similar to that of Dynamix' adventure titles. When confronted by someone, an array of sentences appears in a section of the screen. These sentences and phrases are your oral options. More questions and phrases become available as you discover more clues. This does, however, limit your imagination and points to areas of investigation without you really having to work anything out.

### MIXED REACTIONS

Responses from the figures you meet are often out of character, though. You can be friendly one minute, nasty the next, and then return to friendliness - whichever attitude you last adopted affects the result, regardless of what you may have said before. You can split up with your girlfriend who then retorts that she never wants to see you again, only to offer to marry her seconds later. Your massive argument is instantly forgotten!

When you are confident that all the evidence has been gathered, you can trek along to the police station and present your findings. Can you rescue your father from the electric chair before your and his time limit expires?

OVERALL  
SCORE  
**61%**





The demon with the bad breath bounds back and forth, attempting to toast you from both sides.

Suddenly, the trapdoor bursts open to reveal a force of five knights who like nothing better than to give you a quick prang.



By gum, he's a big 'un! That's because he's an end-of-level guardian who takes pride in doing his job properly.



What the hell has he been eating for breakfast? His foot stomping lantern is causing the ceiling to collapse. Kill him quick!

# Rubicon

Only then can you continue running along.

Fortunately, the plot and theme of Rubicon has enabled the graphic artists to have a wild time!

Set in a world severely affected by radiation, you must dismantle the nuclear powerplant responsible in order to prevent the hideous mutants (imaginatively created and depicted) from putting the final touch to the disaster by blowing the Earth to the other side of the galaxy. Will they manage to press 'The Button' controlling nuclear weapons before you can save the day?

Movement of your character (who bears a strong similarity to Ocean's main sprite in Total Recall, probably because both Rubicon and Recall had input from the same sprite designer) is achieved by pushing and pulling of your stick.

Single shot laser fire can be executed by pressing the fire



Quietly going about their work in the heart of Oxfordshire are a newly formed software publisher that hold promise for the future, hence the name 21st Century Entertainment. They have a small smattering of games to launch and one of the first made available is Rubicon. If this is to be an indication of their future products, how does it fare?

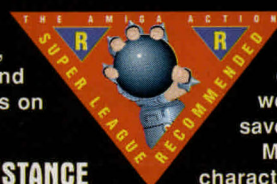
To describe the game may make it sound standard and formulaic: a

horizontally scrolling multi-level shoot'em-up where you run left to right, abiding by the law of survival.

In other words, you've gotta shoot and blast all moving bodies on the screen.

## VICTIM OF CIRCUMSTANCE

Although this explanation is quite concise, the playing area doesn't always scroll. In fact, when a wave of enemies appear, you are unable to progress until all foes have been destroyed.



Weak single shot laser.

Jet pack allows you to fly.

Scatter gun fires spray of three missiles.

Napalm to really set events alight!





*A goblin-like creature knocks a cauldron, sending flames way. You must time your jump the goblin will always be the that got away.*

*This bony character represents the latest in end-of-level guardians.*



*Er, I don't think you're supposed to walk under that rapidly descending block of concrete. Be ready for it next time.*

button. Breaking no new grounds regarding weapon enhancements, it is nevertheless possible to collect a host of firepower with varying effects; check out the screenshots to see what I mean. Such power-ups can be gained along the way. The F keys on your computer represent the different weapons. An icon at the top of the screen illustrates the weapon currently selected.

## BULLET BLUES

However, ammunition for the weapons, to begin with, is absolutely zilch! Collecting ammo pods that are found along the way will supply you with ammo for the icon currently displayed. For example, if Napalm is showing and you find a pod, you will be awarded Napalm ammo.

As you fire, the bar representing the level of ammo remaining will decrease until exhausted, in which case you have no choice but to return to shooting the unlimited but weak single shot laser. And yes, it is possible to conserve your more powerful weapons

for the end-of-level monsters, and yes it is possible to possess all weapons with ammo for each



*A dinosaur with a cunning plan! Is he going to appear from the left or right hole? Make your guess and hope it's a good decision.*

one if you survive long enough to collect the correct number of pods.

## TIME GOES RUBIC-ON

Rubicon has been in development for quite some time. You can, therefore, be assured that the creation of Rubicon has been taken seriously with effort, dedication and care from all involved. If 21st Century Entertainment can get a big hit under their belt, then this will give them a major stepping stone to



## DISARMING THE WORLD OF RUBICON

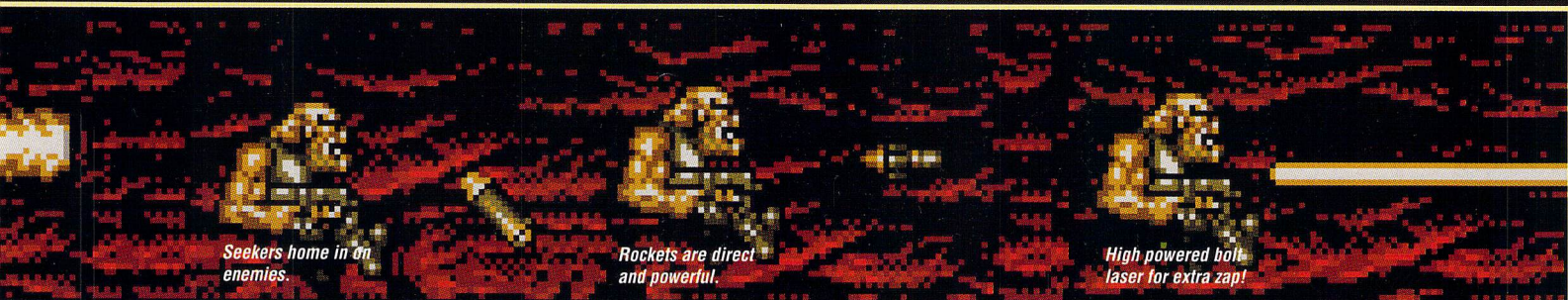
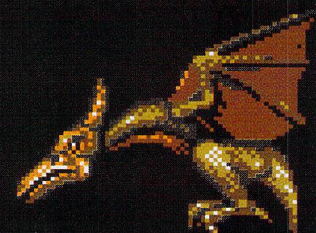
- 1 Shows which weapon is currently selected and how much ammo that the weapon actually contains.
- 2 The lives indicator shows how many lives you have left.
- 3 The energy bar displays how much energy is remaining in your current life. It decreases each time you come into contact with foes or sustain a hit from enemy fire.
- 4 Shows the energy remaining in the current alien being fought (the part when the screen stops scrolling until the nearby mutant is killed).
- 5 Messages appear to give you information concerning low energy levels and so forth.
- 6 It's the all-important mega scoring system!

A	C	T	I	O	N	I	N	F	O
<b>RUBICON</b> 21ST CENTURY £25.99 TEAM: TWISTED MINDS									
<b>LEAGUE RATING</b>									
30 OP. THUNDERBOLT									
31 RUBICON									
32 FANTASTIC VOYAGE									
S H O O T ' E M U P									

Striking you like a warhead on the bonce are the superb graphics. Backgrounds are atmospherically designed and the many sprites have undoubtedly had a lot of time spent on them. The only downfall here is that the animation is 'stiff' at times, but the overall impression is excellent. The sound effects are fine; they're explosive and rewarding. On the negative side, Rubicon plays too straightforwardly. The difficulty level is also questionable. I feel that talented gamers may be able to progress easily. Rubicon is worth investing in but won't be the smash hit to spawn hundreds of copies. **ALAN**

further success. The question is; is Rubicon the game to put on your 'Top Priority' shopping list or will it stumble off the shelves as a failure, only to sit gathering dust among the sorry mass of mediocre software?

OVERALL  
SCORE  
**79%**



*Seekers home in on enemies.*

*Rockets are direct and powerful.*

*High powered bolt laser for extra zap!*





# Tilt

PUZZLE AND QUIZ



With a totally unoriginal 'guide the ball around the maze' theme, Tilt attempts to revitalise the appeal of simple puzzle games.

Who needs astonishing graphics, finger-tapping sound and inspired gameplay when you can have Tilt?

Featuring a new kind of hero, you take the role of Bally the ball. Rounded and polished to perfection, you must guide the non-stoppable

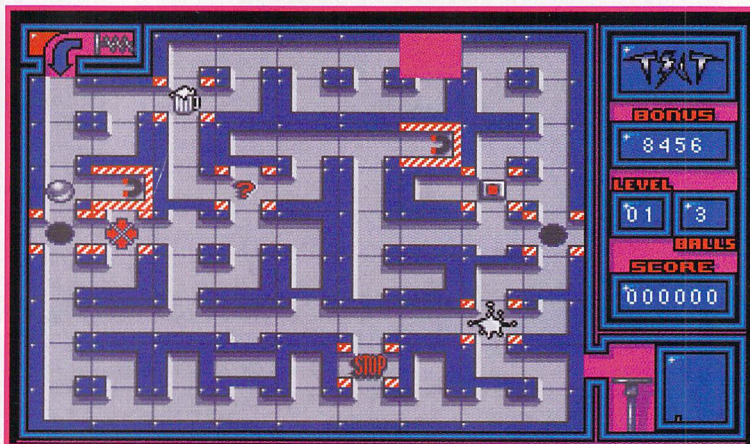
(Below) What a mess you've got yourself into! Can you correct the situation before your time limit expires?



Bally from his starting point to the opposite side of the maze, where the finishing point is located.

The maze comprises of square tiles. Somewhere on the screen, though, a tile is missing. This allows you to move the tiles about the area, one space at a time, by pushing the joystick in the appropriate direction. It should remind you of those hand-held puzzles you can buy, where you shift the tiles around to create a picture.

Possessing the ability to manipulate the maze allows you to rearrange channels to allow completion of your objective. Why should you want to alter the maze so radically? Well, some of the tiles can be termed as 'special'. They may be home to any one of the various traps incorporated into the game. Trapdoors send Bally plummeting into oblivion, causing the loss of one of your few and precious lives. Bally



(Above) Your ball is launched into the screen from the top left corner. Quickly set about scrambling the tiles.

may even catastrophically explode. Poor ball.

## BALLY CONTROL!

A time limit is imposed upon each level. Failure to reach the end within the countdown will, again, lose you a life. To emphasise the significance of time upon the game, there are some magnetic tiles which hold your metal sphere captive for a short while. Waste too much time stuck on magnets, and you'll certainly suffer the consequences!

Bally refuses to come to a halt, following the course of the maze as

you fumble about with the tiles. However, you do have a degree of control over the ball's movements. Pressing fire and pushing the joystick in a particular direction will influence Bally to change his present heading.

This means that while you're reshuffling the tiles, you can send Bally back and forth along a particular channel, reducing the worry of your busy ball losing a life from some unfortunate encounter.

If you tire of tackling the existing levels, there is an 'Editor' option. This enables you to create your own stages to whatever degree of difficulty you like.

All the features of the original mazes can be utilised, so there's unlimited opportunities for all you ball crazy bods out there!

OVERALL SCORE  
**67%**

## 'BALLY HO! OFF WE GO!'

Alcohol sends you careering uncontrollably all over the place.

This tile represents the dreaded trapdoor. Keep well away.

The question mark will cost you one of your balls. Painful!

The arrows compact you into a ball that is destined to explode!

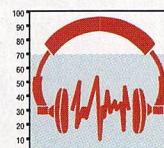
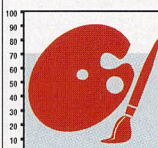
Paint cans will award you with hundreds of extra points.

Falling down the hole causes you to reappear in the one opposite.

Ice, as well as magnets and the 'STOP' tile, slows you down.

## ACTION INFO

**TILT**  
SOUNDWARE £25.99  
TEAM: GENIAS



Being unimaginative and unoriginal in every sense, Tilt will prove to be a disappointment to you, especially when you're expected to pay the full price. This is dull and somewhat tedious after a few games, its difficulty level also comes under hefty criticism: the initial levels lack the challenge to inject enough excitement to attract you further into the game. Not even the bouncy tune can lift you into the dizzy realms of delight and pleasure, which are the results that you are entitled to expect when paying twenty-six quid. Tilt, I'm afraid to say, just doesn't deliver the goods. Bally-ocks to this. Alan

## LEAGUE RATING

31 MANIC MARBLE

32 TILT

33 BOULDERDASH

PUZZLE / QUIZ





# ProFlight

ProFlight is the most realistic military flight simulator for the home computer, based on the Tornado fighter which has just seen front line action in the Persian Gulf.

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## ANOTHER DUNGEON, ANOTHER DRAGON



- 1 **WINDOW:** Look through the square window to see what is happening around you.
- 2 **PORTRAITS:** Lovely pictures that you can hang on your wall.
- 3 **ACTIONS MENU:** Special skills your characters possess, such as being able to tie shoe laces.
- 4 **MOVEMENT:** Execute a triple back flip with just with a tap of the mouse button.
- 5 **BOOK OF THE WORLD:** This is the offending unrecommended magazine (see story line).
- 6 **STATISTICS:** Does your character have muscle like a bag of melons or knotted rope?
- 7 **INVENTORY:** Three balls of fluff, a mouldy gob stopper and a magic wand.
- 8 **CLOTHING:** Visit those trendy cities to get the latest in designer armour.

## THE BAD, THE UGLY...



**DEMON:** Spits fiery flames at you while attacking with its claws.



**FIRE ELEMENTAL:** Made from fire itself and is extremely dangerous.



**SKELETAL WARRIORS:** Undead fighters armed with swords and armour from a forgotten age.



Right from the start of your quest you are assaulted by monsters. Building a good defence against this unwanted attention is essential. Use your warriors to beat them senseless with their swords and clubs, your wizard can blast them with offensive spells and your cleric can move in to mop up the pieces.



The cities contain shops and services that you can purchase. Blacksmiths will sell you weapons, jewellers will purchase treasure you may have found, wizards will trade magical items and healers will cure wounded characters.

ARCADE ADVENTURE



Electronic Zoo have been working on their challenge against the arcade adventure realm for some time but with all time classics such as Dungeon Master and Captive wandering the kingdoms have they taken on too much?

### IN THE PAST

Abandoned Places is set in a world of conflict and turmoil where the dark forces of Bronagh, the Prince of Evil, rampage across the land laying waste to all they encounter. The only hope for the innocent victims of this terrible army is a group of heroes who have been frozen in a chamber deep beneath Mount Silverreach.

The wise men of the land only have enough power to revive four of the frozen heroes and it is these champions you must control. Unfortunately, due to the length of time they have spent in limbo, their abilities and powers have weakened and waned. Now they are little more

than mortal men. As you explore the twisting dungeons and labyrinthine corridors you notice that the control system for Abandoned Places draws on the past master of this genre for its inspiration.

### DEJA VU

The point and press icon type system used in Dungeon Master abounds. The system works so well there isn't really a need to change it.



For those of you new to this type of thing the system relies on a large amount of graphic representation to depict the various items you are carrying. To swap an object between characters you simply click on the required item and drag it to where you wish to deposit it. To use something it must be placed in one of your characters' hands and clothing should be placed on the body. Using



Not all of the action happens in dark smelly corridors. Moving around the countryside you will find cities of great wealth, hidden caves, secret lairs of terrible monsters and small villages eager to provide you with help in return for news of the outside world.

this straight forward pictorial system it is possible to achieve a multitude of results due to its extreme flexibility.

### THE GREAT OUTDOORS

Where Abandoned places differs from the rest of the pack is its large outside world. In Dungeon Master you are restricted to wandering dark corridors and although captive and other games allow you to venture outside it is in a very limited fashion.

In this game there is a separate



## ...AND THE GOOD



**WARRIOR:** A sword fighter, needed to keep the monsters at bay.



**CLERIC:** When the scrapping stops, your Cleric will heal all wounds.



**WIZARD:** Able to support your Warriors with Fireball spells and magical shields.



section to the adventure that allows you to control your character's exploits in the big wide world.

### LIFE IN THE BIG CITY

You can travel around the countryside using whatever transport you can discover (horses and the like) or stroll along at your own pace. Occasionally you will be able to hitch a lift with a passing ship and if your magic users prove powerful enough you will be allowed to partake in

mystic aviation. Throughout the country there are not only deep dungeons that contain many treasures but large cities and villages. At these places of population you will be able to sell the gear you don't require and purchase supplies or hire the services of the local healer, inn keeper or mage.

### HELPFUL HEALING

Being able to heal your wounded characters and prepare for your next adventure helps when it comes to facing the terrors that lurk in the shadows and will give you a boost when it comes to moving towards your ultimate goal.

OVERALL  
SCORE  
**82%**

## A NEVER ENDING STORY(LINE)



It all started just last week when the wise hermit sneakily drew a moustache on the Playmate of the Month in one of Bronagh's "adult interest" magazines.



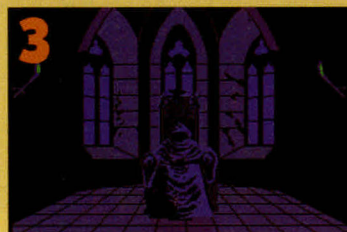
Fearing for his dear life, the hermit set out with a few of his close mates in order to hide from the vehement terror of the enraged nasty man.



However, being the demonic Dark Overlord, Bronagh has a large selection of dastardly friends to call upon, so they went to snatch on the hermit and get the lads together for a big scrap.



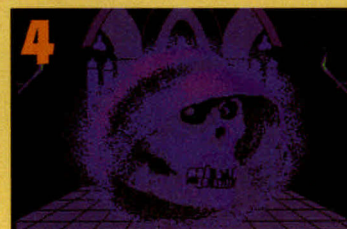
Seeking a safe haven, the reclusive old man held up in the snowy mountains of a faraway island while the Dark Lord rampaged across the kingdoms desperately looking for back copies of Playgirlie.



They caught the Dark Lord in a very bad mood indeed. Not only did he have a terrible case of diarrhoea but had run out of soft pink privy paper as well.



Not satisfied with finding a secret recluse, Mr Hermit started to explore his new home for hidey holes, looking behind the wardrobe, under the bed, in the fridge and so on.

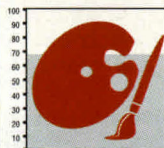


Upon hearing the sorry news of his heart throb's face being grotesquely defaced by a load of geeks, Bronagh became even angrier than before. He swore to avenge the bodacious buxom beauty by destroying the entire world.

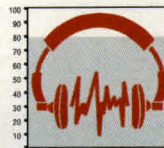


Deep in the bowels of the mountains, in a dark dungeon, he made a discovery. In a large chamber, several historical heroes had been placed in limbo awaiting re-animation. Just a little kiss should revive them to save the world from top shelf shoppers.

A C T I O N I N F O



**ABANDONED PLACES**  
ELECTRONIC ZOO £29.95  
TEAM: F STAENGLER & S FABIAN



This is Electronic Zoo's first real attempt at a game of this magnitude and they've done well. The gameplay is good, the puzzles are intriguing and the control system works well. Also, the outside world adds depth to the gameplay and the size of the dungeons will keep even the best adventurers going for months. However, the presentation, in particular the graphics, let the atmosphere down. This is a game for players who want a tough, lengthy challenge. Inexperienced or new adventurers will probably find the task daunting and a tad inaccessible. JASON

### LEAGUE RATING

31 GOLD OF THE AZTECS

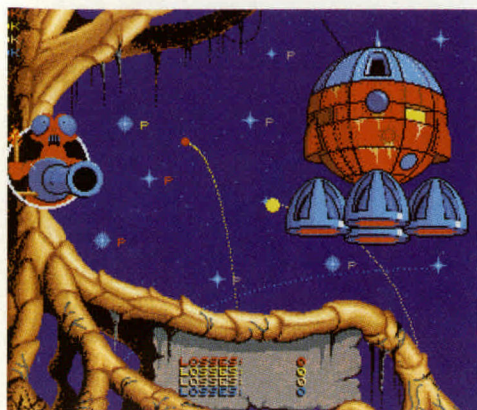
32 ABANDONED PLACES

33 ZOMBI

ARCADE ADVENTURE

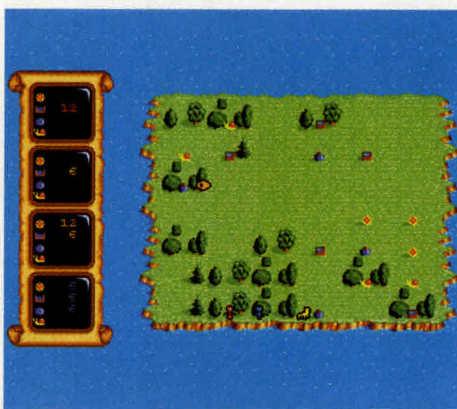
069  
AMIGA  
ACTION



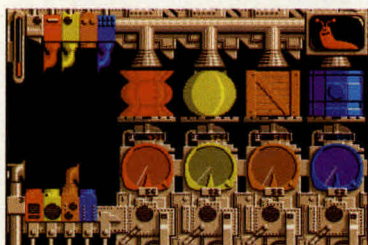


(Left) Merciless pirates with an eye for good products invade your planet, depriving you of your precious possessions!

(Right) Travelling through the wilderness, you must set about gathering everything worthwhile to make your life a profitable one.



# Traders



There's nothing like a few dials and retracting pipes to confuse you! What can they be for? You'd better find out, soon.



Fat-Mike is a little displeased at you not serving him the way you should. Now prepare to feel his terrible wrath...

though, the fundamentals of trading apply: make money to survive and pay your rent!

## FAST CASH

The final objective is to achieve economic supremacy. Not only does this mean overwhelming your competitors financially, but also keeping Fat-Mike, the planet's proprietor, happy by supplying him with everything that he desires.

The various stages of the game can be controlled by use of the keyboard or joystick.

If you think that you possess the

# Medieval Warriors



Originating from amid the oil wells of Texas, Medieval Warriors has seeped into the English market.

American products tend to be of a very high quality, so great interest surrounded the game when it appeared in our office.

You must battle with opposing armies over a number of different scenarios. With a limited number of

armies under your control, you must decide upon a plan of action and march forward, hopefully, to a glorious victory.

## JIM BOWMAN

Bowmen can attack from quite a distance while sword-wielding soldiers must enter into close combat. With up to eight types of weapons available, battle results will depend on how well your men are equipped.

Decisions regarding the deployment of your armies are of great importance, especially when there are castles to storm, villages to overrun and open-field conflicts.

Thankfully, there is a Save Game option, plus the opportunity to indulge in the current craze; connect up two Amigas via a null modem cable.

OVERALL SCORE  
52%



Approach the bridge with extreme caution; it's the perfect place for an ambush. Maybe you should send an army to scout ahead.



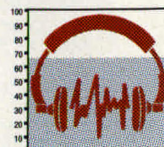
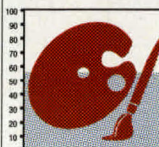
Storm the walls! Wreak havoc among the enemy. Use your bowmen to good effect and you may achieve a surprisingly good result!



No, you don't get to see arrows through the jugular or soldiers burning at the stake. You will, however, see some other fine graphics!

## ACTION INFO

TRADERS  
LINEL £25.99  
TEAM: IN-HOUSE



The game's traders are portrayed quite charismatically and the competitive edge is present throughout. The controls can prove a little clumsy at times but the main gripe has to be the lack of differing activities to partake in. Initial confusion over what it is you are exactly supposed to do can be considered a pleasant poser rather than a perilous problem! Although there is certainly an instant appeal, you can't help but feel the game needs something extra to hold your interest in the long term. The 'state-of-the-art strategy game' they claim Traders to be is very much an exaggeration. ALAN

## LEAGUE RATING

53 NAM

54 TRADERS

55 NUCLEAR WAR

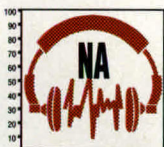
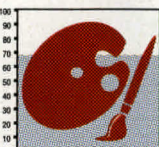
## STRATEGY

qualities needed to be your own successful boss, then this is the game to prove it.

OVERALL SCORE  
59%

## ACTION INFO

MEDIEVAL WARRIORS  
MERIT SOFTWARE & TBA  
TEAM: SCOTT LAMB



Unfortunately, the usually triumphant Americans don't come up trumps this time. Merit Software's Medieval Warriors is a rather sluggish and drab strategy affair, which is not even saved by the attractive and detailed graphics and sprites. It was obviously shipped over on a raft that took some time to reach here, hence gameplay is like that of the mid-Eighties. It just doesn't compete with today's good ol' English software. Maybe we should put Medieval Warriors in a bottle, give it back to the ocean, and let some other poor, unfortunate, soul discover it. Alan

## LEAGUE RATING

64 BLITZKRIEG

65 MEDIEVAL WARRIORS

66 WHITE DEATH

## STRATEGY



# Double Dragon III

BEAT 'EM UP



Very few beat'em-up games impress, it's got to be said. First Samurai, the Last Ninja series and International Karate+ are the exceptions to this rule and they've all got one thing in common – they're not run-of-the-mill, horizontally scrolling, progressive beat'em-ups like Double Dragon III.

Quite a few people will not agree with me on this subject, but the majority of progressive beat'em-ups require very little skill and are unbelievably predictable.

Double Dragon III is no exception. The storyline has changed a little, the graphics and sound have been improved somewhat, yet the gameplay remains as predictable as ever. Obviously, there are a few extra features, such as weapon power-ups, tricks, and additional moves, but most seem to do very little at all.

## THE DEADLY DUO

After a while, I found myself buying extra men and ignoring the ineffective add-ons. So, the game begins. You (or both of you in two player mode)



Equipped with an array of awesome weapons you must travel the world in search of the precious Rosetta Stone. This mission will take you to no less than five exotic locations.

There are plenty of end-of-level guardians to contend with. These guys enjoy throwing the odd exploding object around the room, so be extra vigilant.



kill a few nasties using the most effective move (simple left or right mid-kick) and the screen scrolls to the right a bit.

A few more baddies appear and they too must be killed by a similar number of hit. After a few successful kills, there's a spate of disk activity and the second level begins.

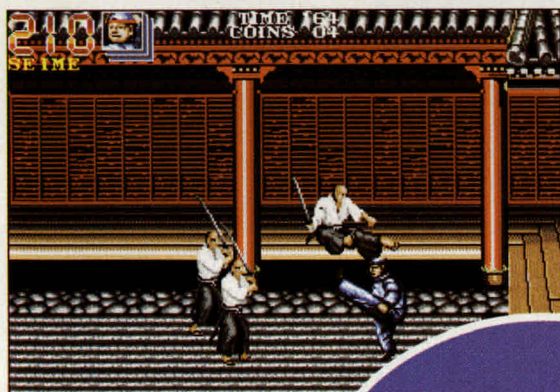
The backdrop and the nasties change in appearance, but as expected, the gameplay remains identical (yawn). Only this time around the baddies require a few

more hits. So, you try a couple of extra moves in the hope of immediate success. Unfortunately, you get kicked to the floor. Remember, in games such as this, only one move tends to be very effective.

## SEEN IT ALL BEFORE

After a while, the end-of-level guardian appears. To progress you must kill him, but he takes quite a few more hits than your average adversary, so it's even more tedious than before.

And if you want to rescue the



Three Japanese martial arts experts, all carrying razor sharp swords attack with ferocious intent. This can only spell one thing... trouble!



Not all of your adversaries are to be found on foot. The motorbike riders steam in from the left and right with very little concern for your well being.

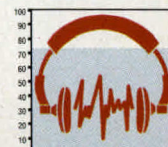


ACTION INFO

DOUBLE DRAGON III

STORM £25.99

TEAM: GREG MICHAEL



Why anyone should want to buy this when First Samurai is available is beyond me. I know that progressive beat'em-ups are very popular with the punters and for that reason, quite a few of you out there will disagree with my views on Double Dragon III. OK, the graphics and sound aren't the world's worst, it's well presented and at first it's moderately addictive. In the long term, I can't foresee anybody at all getting £25 worth of enjoyment out of this product, it's just too easy to complete. In conversion terms, I can't really fault it. It's just a shame that it's based on a very uninspiring and predictable coin-op. Pete

## LEAGUE RATING

21 SKULL & CROSS BONES

22 DOUBLE DRAGON III

23 DYNASTY WARDS

BEAT 'EM UP

beautif... Sorry, what was that? Oh yeah, that's right, the storyline's changed, hasn't it.

This time, the Lee Brothers must discover the whereabouts of the Rosetta Stone. To achieve this, they must battle their way through the heaps of opponents, who can be found in various locations throughout the world.

Once they've found the stone, they must return it to the ancient crumbly, Hiruko, who has promised both the brothers a share of the fortunes.

OVERALL SCORE  
67%

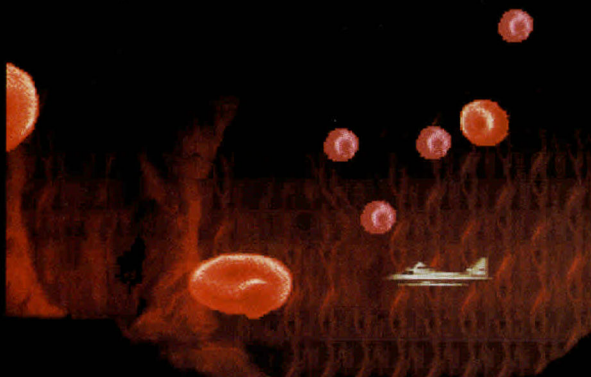


You're very nearly there, the Rosetta Stone is hidden somewhere beneath the very ground you're standing on. To reveal the stone's whereabouts you must solve a simply puzzle.



071  
AMIGA ACTION





00180 02 SHIELDS STRENGTH

Most of the antibodies attack in waves and they don't stop attacking until you've reached a certain position in the artery. Avoiding them is possibly the best strategy.

Several antibodies appear from adjoining orifices. By reversing the submarine and firing it's possible to take them out and withdraw simultaneously.

# Fantastic Voyage

SHOOT 'EM UP



Original shoot'em-ups are few and far between. It's a theme dominated by horizontally scrolling and vertically scrolling progressive blasts. However, Fantastic Voyage is somewhat different. OK, so it scrolls in all directions, there are quite a few weapon power-ups and it appears as though the general aim of the game is to blast every goddamn thing that moves.

So why is it different? For a



start, the pace of the game is controlled by the player. Therefore, it's possible to plan your assault and attempt to bypass the enemy

without unleashing a single shot from your front torpedo shaft. The enemy paths and mazes encourage this style of strategy, in a sense that it's possible to sneak past attack waves and wait in crannies until the danger has passed.

## THE SILENT SERVICE

However, a number of these so called nasties need destroying. I say so called because they're actually members of the human immune system. Yes that's right, you're in a human body!

A top Czechoslovakian scientist by the name of Jan Benes has taken a wicked blow to the head and gotten himself a blood clot in the process.

You and your submarine have been miniaturised and planted in his body in an attempt to make your way through the blood vessels and into the brain to destroy the fateful clot. The body's immune system naturally assumes that you're some kind of foreign intruder and, therefore, its various organic antibodies are all out to remove you from the body once and for all.

## BLOODY 'ORRIBLE

The blood vessels are displayed as narrow corridors which vary in colour. It's not unusual to be

plunged into complete darkness. There's also a nice gurgling screen effect which adds to the realism of the whole experience.

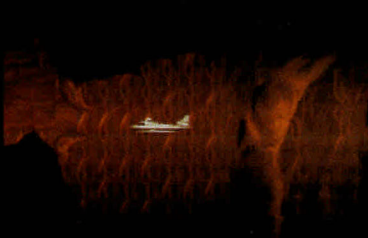
To increase your chances of removing the clot, you must collect nine pieces of electronic circuitry which are scattered throughout the three enormous levels.

You must also maintain fuel and oxygen levels otherwise the game will end sooner rather than later.

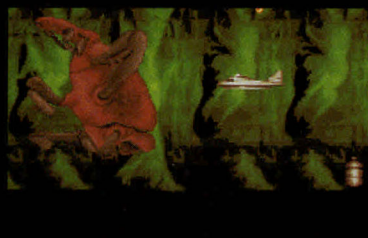
OVERALL SCORE  
**73%**



The atmosphere back in the control room is tense. The red blob on the Czech's neck isn't a zit, it's the current location of the Proteus submarine.



The entrance to the heart chamber is blocked by a small valve. In order to stop the valve pulsating, hit it with a torpedo until the required gap is formed.

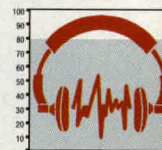
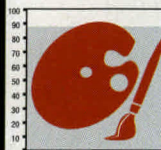


Oxygen and fuel canisters can be found throughout each of the levels. Unfortunately though, most of them are protected by large parasites such as this one.



## ACTION INFO

**FANTASTIC VOYAGE**  
CENTAUR SOFTWARE £25.99  
TEAM: MARC HAWLITZER



Graphically, Fantastic Voyage is quite impressive. The scrolling is smooth, the organic style antibodies are crisply defined and the strange colour cycled parallax backdrops are like nothing I've seen before. There are problems though. The frustration level is pitched too high for my liking, the sub is a little sluggish and the screen doesn't scroll until you're literally on top of the the border - limiting your reaction time to a minimum. There's also a lot of disk swapping between games. Addictive at first, yet once you've revised the maze layouts the action is easily dictated.

PETE

## LEAGUE RATING

31 RUBICON

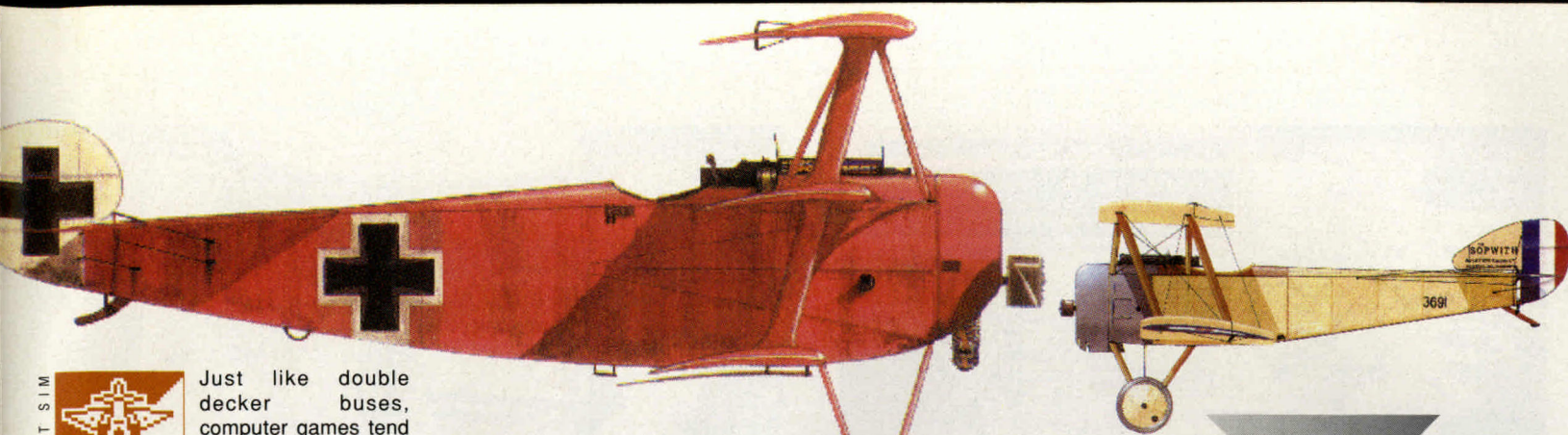
32 FANTASTIC VOYAGE

33 ARMALYTE

SHOOT 'EM UP

012  
AMIGA ACTION





Just like double decker buses, computer games tend to come in twos. Last month we reviewed Knights of the Sky, a vain attempt by Microprose to simulate the thrills 'n' spills of aerial warfare during World War One. This month we've got Red Baron, which, surprisingly enough, is based on the very same subject and era.

Red Baron on the Amiga is a straight forward port from the PC, and I'm afraid it's very apparent. The filled vectors and smooth screen update has gone, so has the control sensitivity. It is possible to play the game in filled vector mode, but the screen update is unbelievably slow.

# Red Baron

It's a big shame that shoddy programming lets the side down, because the rest of the product is well presented, coming complete with large maps, a huge factual manual

and an incredibly user-friendly preferences system that allows the player to re-create the entire game environment with very little constraint.

## OUT-FLY THE FUHRER

As a pilot you can fly for either side, whether it be the English or the Hun. It's also possible to choose from 28 different aircraft, including such favourites as the Sopwith Camel, The Spad 7 and The Fokker Triplane.

## ADVANCED AVIATION

There are effectively two modes of play, but, as mentioned before, they can be tinkered with. The first is a straightforward dogfight with a chosen opponent, the second is a fully fledged mission.

There are over 40 missions in all covering such activities as balloon busting, aerial escorts and undercover night time sorties.

All of these missions can be combined to form a campaign type

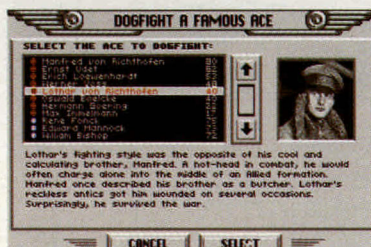
scenario, where the player effectively follows a career path in an heroic attempt to increase his skill, rank and medal collection.

Capturing all the moments of glory is also possible, using a unique mission record facility that allows the participant to record the entire mission, save it to disk and watch it again!

OVERALL  
SCORE  
**56%**

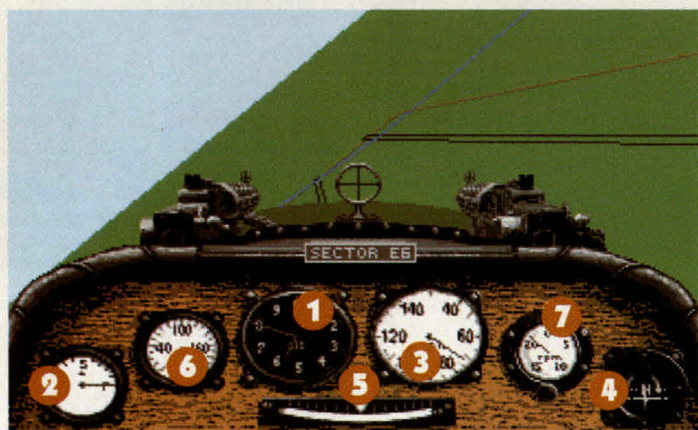


A full briefing precedes each mission, giving details on the weather, accompanying aircraft and ammunition. The realism panel allows you to alter the scenario somewhat.



Take on a number of the world's finest dogfighters in a single head-to-head encounter. A brief description of each pilot is given along with a photograph.

## THE HELMET RIDES AGAIN



- 1 **ALTIMETER:** Altitude in feet. The large needles represents hundreds of feet, the small needle indicates 1000s of feet.
- 2 **FUEL GAUGE:** Measures how much fuel the aircraft is currently holding.
- 3 **AIR SPEED INDICATOR:** Displays the current speed of the aircraft in miles per hour.
- 4 **COMPASS:** Indicates your current heading. Along with the maps, this is your only form of navigation.

- 5 **INCLINOMETER:** This displays the current bank (not Barclays, NatWest or Midland) of your aircraft. Artificial horizon is possibly a far more adequate description.
- 6 **OIL PRESSURE GAUGE:** This has the enviable task of measuring your current oil pressure. If the aircraft has a leak then, hold your breath, the needle will drop.
- 7 **TACHOMETER:** Revolutions per minute. This corresponds to your current throttle setting.



28 different aircraft are featured in Red Baron. To have some idea of what you're up against, make use of the the 'view plane' facility.

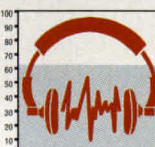
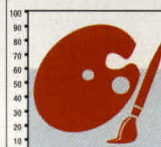


As with all flight simulations of today, there are a number of outside views. From the rear, damage to the fuselage is clearly visible.

## ACTION INFO

**RED BARON**  
DYNAMIX £34.99

TEAM: DAMON SLYE & PAUL BOWMAN



The PC version of Red Baron worked a treat – the Amiga version fails miserably. Why the development team didn't spend some extra time to use the Amiga's hardware to its fullest amazes me. The atrociously slow and jerky screen update, combined with the unresponsive and sluggish controls restrict the atmosphere to an absolute minimum. And, after browsing through the informative manual, planning my assault on the various maps, and customising the game to suit my needs, my expectations were enormously high. This is definitely a missed opportunity I'm afraid.

PETE

## LEAGUE RATING

25 CHUCK YEAGER

26 RED BARON

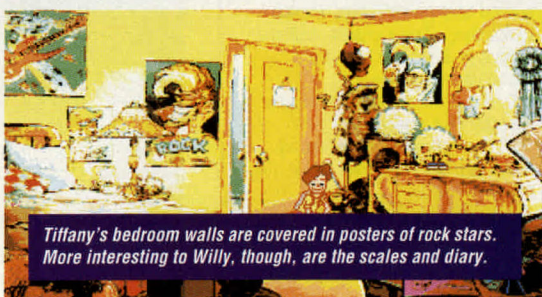
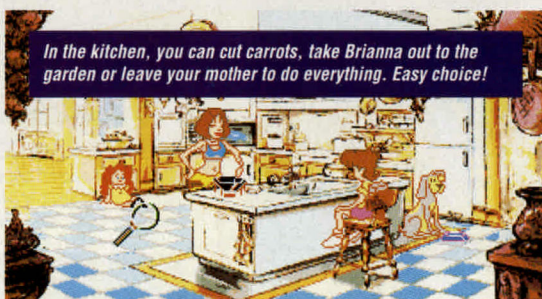
27 STRIKE FORCE HARRIER

FLIGHT SIM





## A BOZO IN THE PIZZA PARLOUR!



ADVENTURE



Renowned for their intricate and expansive interactive computer adventure games, Dynamix (who remain a part of Sierra On-Line) are causing a pleasant commotion with Willy Beamish.

Maintaining the gameplay of a typical Sierra adventure, Willy Beamish stretches his spindly legs out along a parallel where the presentation is cartoony, bright, and altogether dazzling.

Willy is a cool, hip and trendy American youngster with a quiff in his hair that puts Henry Kelly to shame. With his trusty backpack strapped firmly on his shoulders and his pet frog Horny by his side, life looks ideal for him... but it's not. Willy has an American dream – a dream of winning the Nintari Championships to prove he is the best computer gamesplayer in the whole whacky world.

Unfortunately, the fee for entering is a hefty one of \$2,500. With his Father recently being made



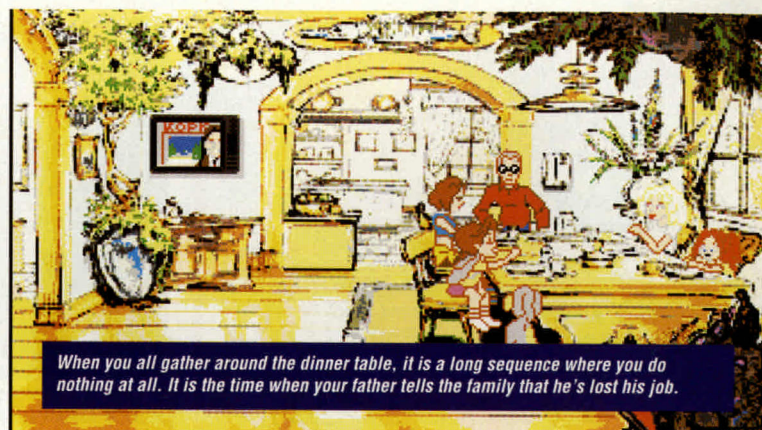
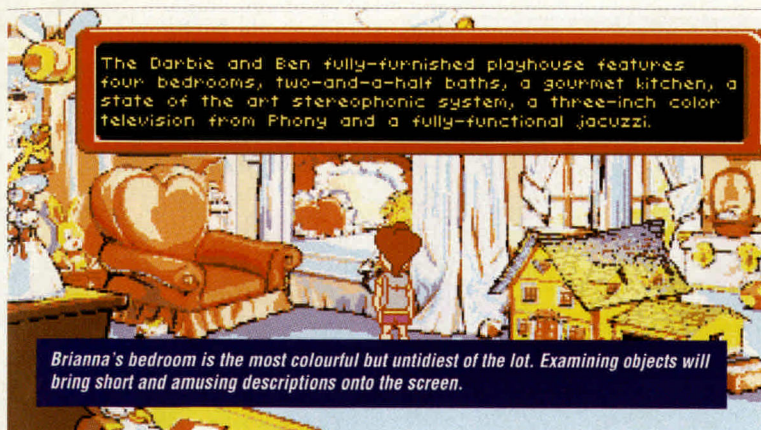
"I can't, I can't!" You must! You must! How can you resist the Nintari games console lying all alone in the corner of your unkempt bedroom. Quite simply, you can't!

## A PACK ON THE BACK

Open your backpack 'cos there's something down there! We know a song about that, don't we? The items in Willy's pack are (clockwise from top left):-

- 1) A chain that seems to be of no use!
- 2) Willy's yoyo for those walks with Duffy.
- 3) A rare baseball card obtained by trading Tiffany's diary.
- 4) The life-saving comic that will keep Spider content.
- 5) How can a 'No Smoking' sign be used?
- 6) Can Horny win you loadsadash?
- 7) GameBuddy – another gift for Spider.
- 8) Scrumptious frog food for little Horny.
- 9) Two dollars. Only another \$2,498 to go!
- 10) The cola drink for ultimate street cred.





unemployed and the family living off every cent they can muster, Willy will have to devise his own way of obtaining the money.

You must guide Willy through the days, trying to achieve that ultimate target of two and a half big ones. Can you do it in time and keep out of trouble at the same time?

All the diverse aspects of the game are mouse controlled. Moving the cursor about the screen will indicate the exits and objects to examine and collect, as well as displaying who you can speak to.

The right mouse button modifies your arrow cursor into a magnifying glass. By then clicking on an object, a text description will appear in a box section on screen. Press again to return to the usual display. If the object scrutinised bears particular significance, an appropriate sequence will run where, ultimately, you may be presented with an array of options to choose that specifically relate to the newly discovered object of interest.

### SUITABLE RESPONSE

This is how the whole game operates. Graphic and sonic sequences are executed, and at certain times you will have to select what to do next via a menu. There are usually 2-4 varying responses to try out, each presenting you with different results. All you have to do is respond in the way you think best by positioning the cursor over the relevant option and watch the screen

as the story unfolds further.

At times, you will be required to collect objects. Again, click on the object with your cursor and drag the item over to the colourful figure of Willy where, consequently, he will place it in his backpack.

To examine or manipulate carried objects (you can drop, give or use them), point at Willy and his inventory is immediately shown by means of quirky illustrations.

### COUNTERFEIT CAPERS

Some items should be used in conjunction with each other. For example, there is an occasion when

Willy desperately needs a Hall Pass to allow him to roam freely about his school. Therefore, you have to pick up a crayon and pad from inside your desk, access your backpack, then drag the crayon icon over the pad icon. This instantly forges a pass for you. All you have to do now is hope and pray it's convincing enough!

Continual developments in the plot regularly occur, making your aim all that more troublesome. Can Horny leap the farthest in the frog jumping competition to earn you that all-important dosh?

Is your Father's new job shadier than Willy's snazzy sunglasses? All this and much more in the intrepid adventures of that U.S. superkid, Willy Beamish!

OVERALL  
SCORE  
**91%**



**BRIANNA** is Willy's little sister who delights in her knowledge of French.



**DUFFY** is Willy's best friend, a reliable and trustworthy companion to him.



**GORDON** is Willy's recently unemployed and very depressed father.



**SHEILA** is Willy's attractive and pressurised mother.



**TIFFANY** is Willy's very arrogant older sister.



**SPIDER** is the local junkie and drop-out, a bad guy.

# Willy Beamish



A C T I O N I N F O	
	<b>WILLY BEAMISH</b> <b>DYNAMIX £34.99</b> <b>TEAM: LOUIE MCCRADY</b>
<p>Novel, entertaining and lovingly saturated in charisma, Willy Beamish will leave you glowing. The superbly detailed backgrounds and sprites, together with subtle musical melodies combine to produce a silky appeal. The game plays luxuriously, at a pace that has you handling the mouse fondly. Disk accessing time is long and there are periods when lengthy events take place without your assistance. Nevertheless, Willy sparkles throughout. His magic will envelope you into his life for a long, long time - stamped First Class.</p> <p><b>ALAN</b></p>	<p><b>LEAGUE RATING</b></p> <p>12 MADDOG WILLIAMS</p> <p>13 <b>WILLY BEAMISH</b></p> <p>14 ZORK TRILOGY</p> <p>A D V E N T U R E</p>



## WHO IS THIS WAYNE GRETZKY GEEZER ANYWAY?

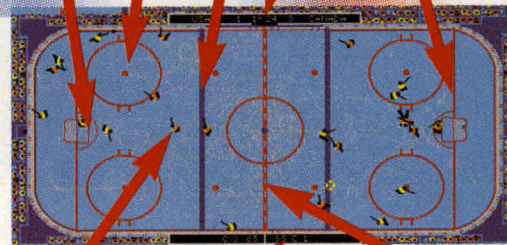
**GOAL:** You can always get a good punch-up in front of the goal.

**BLUE LINE:** This marker is the perfect place for a nice brawl.

**FACE OFF AREA:** Means that you have to rip somebody's face off (hur, hur).

**SCORES AND CLOCK:** Go and smash its face in and rip its springs out.

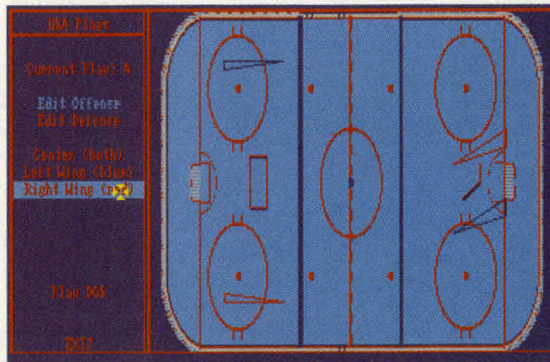
**GOAL LINE:** Hang around here and you can pick on the guys that are already wounded.



**WAYNE GRETZKY:** A tough warrior with 2073 kills to his name.

**COACHING STATUS:** I never did like the coach, so break a few of his ribs for me.

**CENTRE LINE:** Where all the best fights and arguments occur.



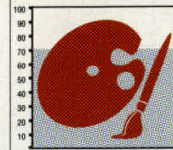
Before you take to the ice prepare your plans and plays. With a quick tap of a key you can send your team mates to predefined areas of the rink to guard against opposition attacks or support your own charges into foreign territory.



Every now and again, when you tire of all the mindless violence and constant fighting, you may feel like scoring a goal or two. The crowd will stand up and cheer. To celebrate you are allowed to go and hit somebody with your stick.

## ACTION INFO

**WAYNE GRETZKY HOCKEY 2**  
BETHESDA SOFTWORKS £29.99  
TEAM: C WALTON & J LEFAY



Most people in the UK have never heard of the US superstar Wayne Gretzky, so the game he has sponsored will have to rely on its merits for publicity rather than the endorsement doing all the work. The gameplay is biased towards the managerial side and during the match you do not have direct control over the majority of your team. You must give them orders that they may or may not obey, just as a captain would in real life. WGH2 is more of a sports sim rather than the usual, expected, arcade type offering and is suited to a person looking for a game requiring a little thought with action thrown in. Jason

## LEAGUE RATING

24 TIP OFF

25 W. GRETZKY HOCKEY 2

26 DISC

SPORT SIM

SPORT SIM

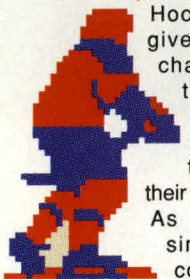


Ice hockey is a fast moving, action packed sport. Twelve muscle bound men kitted out with padding and big sticks skate around a pitch of frozen water trying a smack the living daylight out of each other (while occasionally scoring a goal if the situation presents itself).

Now anybody can try their hand at this exciting pastime without the risk of being mashed, bashed and pulverised. Wayne Gretzky Hockey 2 gives you a chance to take to the ice and see if you can beat the big guys at their own game. As with many sports simulations that are coming on the market

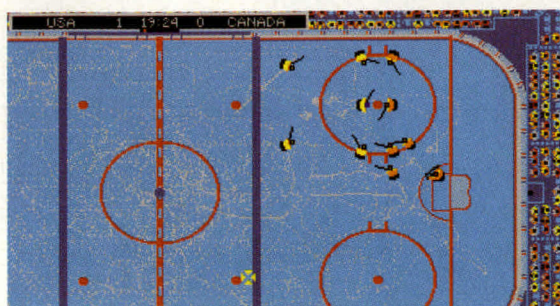
there are two distinct sections to the game. The first represents the managerial aspects of organising a team before a big game. The team roster must be decided upon and the appropriate training given to each player. Even with trained players, an uncoordinated team will lose every time. This is where the special plays and formations come into being. With

# Wayne Gretzky Hockey 2



a quick tap of a key you can move your team mates into certain zones on the rink to cover your attacks or defend against the opposition's forays into your own half.

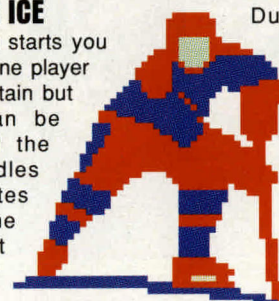
you before the match started. Using a mouse you guide your player around the rink in an attempt to steal the puck off the opposition and skate it into their goal.



When the fighting gets too much and a few players are in danger of being killed or incapacitated the game will be stopped. After the ref has been booted for getting in the way, play will continue from the face off area.

## ON THE ICE

Once the action starts you take control of one player (usually the captain but any player can be operated) and the computer handles your team mates according to the parameters that were defined by



## RULE THE RINK

Due to the control method the player you operate usually makes all of the vital plays with the computer providing support. This means that however inexperienced you are if there is any glory to be had it will be all yours!





## FLIGHT OF THE INTERCEPTOR



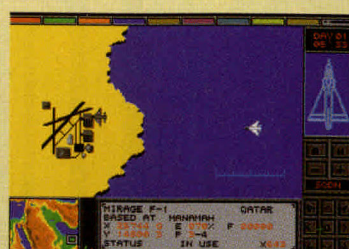
Enemy aircraft approaching! Quickly activate a squadron and arm an interceptor in preparation for aerial combat.



Indicate on the radar display where you want the interception to take place and launch your bird of prey into the sky.



Over the sea, you destroy the enemy aircraft. However, other nearby foes have been alerted and you must make a speedy retreat.



You've just made it to base before the pursuing fighter can blast you to the ground. Hit back with a formation of your own fighters.



Clicking on the appropriate icon accesses your radar view displaying concentrations of enemy hardware. All you have to do now is ascertain what, exactly, the blips are!

STRATEGY



Attempting to break the Microprose monopoly on flight strategy simulations are Impressions, a company more renowned for keeping their strategy sims on the ground, allowing you to command horses rather than modern military aircraft.

Fighter Command is a game demanding control of an air force in an attempt to gain air supremacy, the

tactic that played such a vital role in the recent Gulf War. The various scenarios are, incidentally, based around the Middle East.

As a fully icon driven game, you must study enemy patterns and decide upon which strategy is most likely to provide you with success. Resources must be optimised and favourable results are a must. Should you send your ground attack Tornados on patrol to protect your air bases? Or should you assign them to

protect the bombers that have been ordered to infiltrate occupied territory to destroy enemy installations? Where should you send your radar units to maximise your overall vision of the theatre?

These, and more, are the decisions you will have to make. One wrong manoeuvre and it could affect the whole outcome of the war raging around you.

### MASSIVE RETALIATION

However, it is not just about intercepting enemy aircraft, blowing them out of the sky, and then returning to base. There are a number of factors that determine whether you or your opponent wins the war. Air superiority, the morale level of the population and media pressure all influence the final result. For example, the people of the land have a morale percentage indicator. Should this fall below 40%, then your people will surrender, leaving you to re-assess your strategy, in preparation for the next game of deadly warfare.

Fortunately, you can concentrate on commanding your air force as supplies are automatically taken care of. This does mean, though, that you have to protect the towns and cities, valuable sources of fresh fuel and ammunition, from destructive enemy bombing raids. Again, you will have to show your talent at optimising your limited resources.

Impressions' Fighter Command enables you to live the exhilarating life of a Supreme Air Commander without actually getting your butt shot off! Battle enemy aircraft, evade missiles, blow the sand away from your foes' feet. What more can you ask for?

OVERALL  
SCORE  
**72%**



For all you analysts out there, figures and statistics on gains, losses and more can be seen on screen. This will give a strong representation of the balance of war.

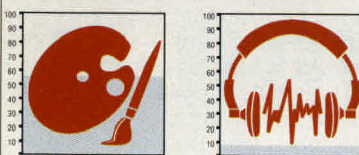
# Fighter Command

ACTION INFO

## FIGHTER COMMAND

IMPRESSIONS £25.99

TEAM: D. LESTER & S. BRADBURY



Significantly better than Impressions' previous efforts, Fighter Command may, surprisingly, compel you rather than convulse you. As usual, the graphics are extremely poor and the sound is virtually non-existent except for an occasional explosion. Nevertheless, both the strategy and stealth elements succeed to a reasonable degree. Providing you can make excuses for the fact that the aircraft actually ram into each other instead of shooting, coupled with the appalling graphics, you may find an appealing game lurking beneath the amateurish exterior. First 'impressions' may indeed be misleading!

ALAN

## LEAGUE RATING

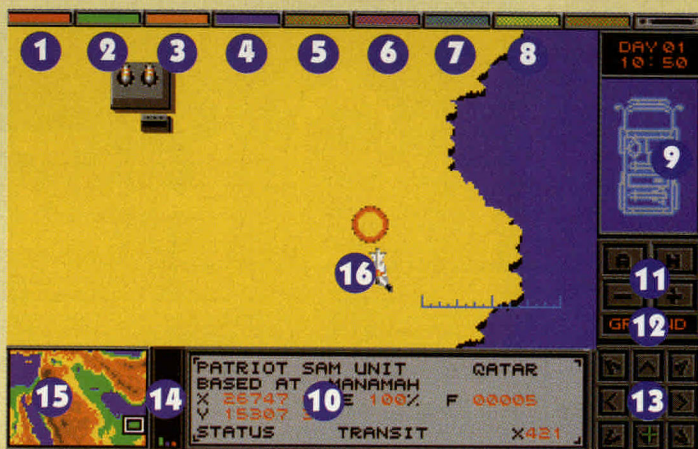
39 TOWER OF BABEL

40 FIGHTER COMMAND

41 FORT APACHE

STRATEGY

## MAP HAPPY



1 Map of friendly radar cover.

2 Enemy radar coverage map.

3 Map of friendly unit concentrations.

4 Enemy unit concentrations.

5 Communications screen.

6 Intelligence briefing screen.

Good for thickies.

7 International media opinion.

8 Resource management.

9 Visual display of transport presently under control.

10 Details of transport presently under control, including efficiency and fuel ratings.

11 Keys to search for and view current transport.

12 Access other squadrons and units.

13 This is a super duper Scroll map.

14 Resource details, including storage, input and expenditure.

15 Contour map where box indicates area in which you are currently active.

16 SAMs destroying enemy aircraft.





# Kid



SHOOT 'EM-UP



Whenever the word Gremlin is mentioned, everybody immediately thinks of Lotus Turbo Challenge 2 and an awful lot of

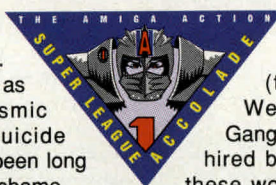
other driving simulations. So what! It's probably the most well known, and boring fact in the software industry. A few old classics such as Monty Mole, Cosmic Causeway and Suicide Express seem to have been long forgotten, which is a big shame.

## VIDEO NASTY

In the past few months Gremlin have been heavily involved with strategy games, RPGs and last, and possibly least, text adventures! Video Kid is another alternative Gremlin release. It's a shoot'em-up, yet it's completely different to anything that Gremlin have

done for quite a considerable time.

The game is based on a young kid named Billy, who, in a strange turn of events has been dragged into his television and video system. Playing the part of Billy, you must find a way out of these horrific consequences.



Each of the five worlds are based upon a particular genre of films (these being Medieval, Western, Science Fiction, Gangster and Horror), recently hired by Billy's father. Each of these worlds is split up into four separate scenes and all of them are rife with video nasties.

The game is basically a progressive shoot'em-up. In a way it plays in a similar fashion to the old Psygnosis classic Blood Money – that the screen scrolls both vertically and horizontally without any help from the player whatsoever.



*When a salvo of spears are launched in such a way, there's only one safe place to stand. In this case, poor old Video kid has simply left it far too late.*

Therefore it's imperative to be in the right place at the right time (revised after a number of plays) otherwise you'll get trapped by a wall and consequently lose a life in order for you to catch up with the action.

*(Below Left) The quest would be a very difficult one without the aid of the weapon power-ups and extras. The shield, for instance, allows you to plough through obstacles in complete safety. (Below) Each world is split up into four parts. Therefore, there are quite a few extra guardian type obstacles such as these balls which bounce around the screen in groups of eight.*

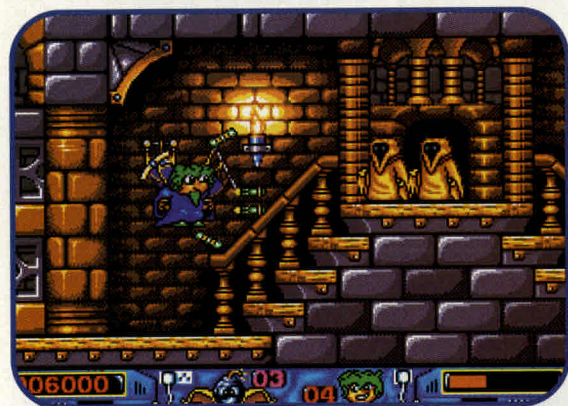
In terms of graphic style, pace and control however, Video Kid is nothing like Blood Money at all. The organic style aliens have been replaced by cartoony characters and iridescent parallax backdrops.

## NUMEROUS WAYS TO DIE

You begin the game with an energy bank and four lives. Contact with any obstacle or nasty depletes your energy bank. A life is lost when the energy bank is entirely empty. Without the bank, the game would have been damn near impossible.

The number of baddies is overwhelming, the biggest problem being killing them. Most of them can take an irrational number of hits, particularly early on when your weapon is at its least powerful. This is the game's biggest downfall. It's simply too difficult to kill all the nasties on the screen without the aid of a decent weapon or power-up.

Add to this a number of untimely interventions by the backdrops, such as hidden spikes and swords that only appear when you're literally standing on top of them, and it's all too easy to







## DON'T MESS WITH THE KID!

You're not limited to one weapon. These bombs are useful for taking out ground targets.



Spheres move slowly and deviate in the air. Very powerful.



The ripple arrows are fast, and fairly tough. The third best weapon of all.



The flame thrower is slow, yet more powerful than a missile.



The laser is the ultimate in weapons. It's strong and can pass through backgrounds.

become overwhelmed. The problem is only eradicated when you've collected a weapon powerful enough to cope.

### LETHAL WEAPONS

There are various ways in which to increase your firepower. Firstly, you must shoot one of the relevant weapon pods. The orange pods hold a complete weapon, the grey pods determine the amount of shots and in which direction each shot will travel, while the blue pods simply power-up the weapon currently in use.

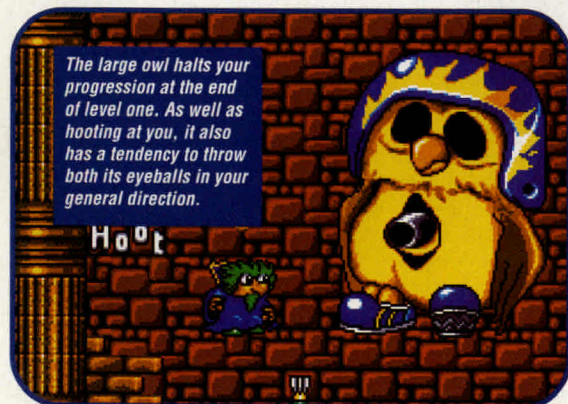
There are a couple of other pods too, which can be used to assist you in your quest for freedom. Collecting a shield provides all round protection for a period of time, while the black pods provide you with a single smart bomb.

This bomb can be used to wipe out the entire contents of the screen, although it's probably recommended to save them until your fearsome encounters with the deadly end-of-level guardians.

OVERALL  
SCORE  
**85%**



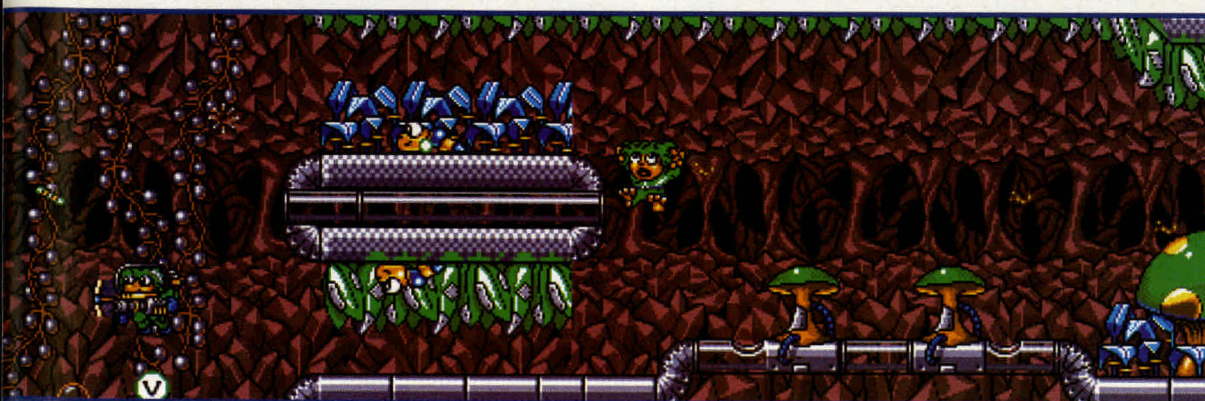
(Above) On the final level featuring horror films, the backdrops and enemies are displayed in monochrome, while our hero remains in glorious technicolour.



The large owl halts your progression at the end of level one. As well as hooting at you, it also has a tendency to throw both its eyeballs in your general direction.

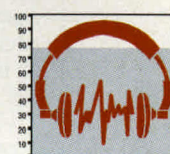
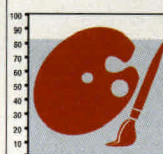


The laser is the most devastating weapon available, but it can only be used on the later levels. Collecting another power-up will double its width!



### ACTION INFO

**VIDEO KID**  
GREMLIN £25.99  
TEAM: TWILIGHT



Yet another progressive shoot'em-up hits the Amiga, and in the usual tradition of such games, it's very addictive. In a sense, it's a bit of a memory test. That is, you play it for a while, revise the maps, and play it again, trying to remember where the various obstacles and nasties appear. This works quite well on the first level, but on the other four, the vertically scrolling sections seem to be phased out, so in effect, all you've got is a horizontally scrolling blast. Nevertheless, Video Kid looks good, moves swiftly and sounds OK. A solid shoot'em-up that should prove challenging in the long term. **PETE**

### LEAGUE RATING

12 AGONY

13 VIDEO KID

14 X-OUT

SHOOT 'EM UP

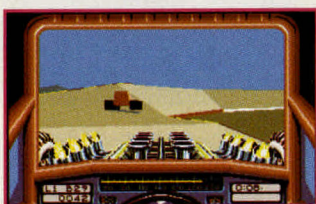




# Budget Ga

BUDGET SPECIAL

## STUNT CAR RACER KIXX



**92**  
BUDGET  
RATING

**7.99**

RACING



Mention the name Geoff Crammond and all and sundry immediately

think of his latest masterpiece Formula One Grand Prix. Look a little further down the line and you'll remember that Geoff was the man behind Stunt Car Racer too. If you can't remember it, then it's a good job it's been re-released on budget, because this is one fine game.

The action takes place on a raised rollercoaster type track, which happens to be made up of bumps, jumps, ramps, high banked curves and other such terrifying obstacles. Naturally you're not alone on the circuit.

A second vehicle lines up beside you on the grid and the driver is just as intent on winning the race as you are. If you know of anybody else who owns an Amiga, the two of you can get together and link your machines via the serial ports. Now both of you can play, head-to-head!

There isn't much I can say about this game that hasn't been said before. In one player mode it's wicked, in two player mode it's out of this world. Erm, buy it right away.

BUDGET SPECIAL

## RENEGADE THE HIT SQUAD



**8**  
BUDGET  
RATING

**7.99**

BEAT 'EM-UP



Renegade has been around for what seems an age, yet I'm quite sure that it's never been released on the Amiga until now.

The 8-bit versions were reasonable, particularly the sequel Target Renegade. On the Amiga however, it all looks well dated.

The aim of the game is to kick the living daylight out of every goddamn thing that moves. There are various ways of doing this but, as usual, there's always one move that's more effective than the rest.

Stick with this move and you'll probably complete the game sooner rather than later.

Graphically and sonically Renegade is absolutely crap. The backdrops are ill-defined and the sprites are quite simply deformed.

There's a sheer lack of colour and the animation is dismal. The soundtrack is of a similar quality. For some reason too, the game takes an age to load.

If you've got a single ounce of common sense about you, you will not even consider purchasing this product. But it'll sell by the stack weight.

BUDGET SPECIAL

## JUPITER'S MASTERDRIVE ACTION SIXTEEN



**77**  
BUDGET  
RATING

**7.99**

RACING



Overhead racing games always work quite well. Take

Supercars or Nitro for instance. Both were simple, with a lasting appeal. Jupiter's Masterdrive is no exception.

The action takes place on the planet Jupiter. The aim is to drive a powerful car around a series of circuits and attempt to outwit your opponents (human or computer). Fortunately, there ain't any rules, so cannon and other such weapons are acceptable. Between races you can increase the performance of your vehicle. You can also maintain your car as you drive by picking up armour or fuel.

Jupiter's Masterdrive works well as a budget title. On the negative side, the screen is too small, making it impossible to follow any kind of racing line and the track obstacles don't vary too much.



BUDGET SPECIAL

## X-OUT KIXX



**82**  
BUDGET  
RATING

**7.99**

SHOOT 'EM-UP



This is a typical arcade quality shoot'em-up from the

'we're technically better than everybody else' people at Rainbow Arts.

It's also the prequel to Z-Out yet, in my opinion, X-Out is the better game of the two.

It's a horizontally scrolling shoot'em-up set in a series of infested oceans. Before the game begins, you must construct your submarine under strict conditions - you can either buy three subs and naff weapons or one sub and lethal hardware.

No weapons or power-ups can be collected while you play, therefore you must construct your sub between levels. X-Out is a technically impressive shoot'em-up.

The fifty frames per second screen update adds extra polish and the unique weapon add-on system is a welcome change.





# mes Reviewed

## BUDGET SPECIAL

### ROBOCOP THE HIT SQUAD



**32**

BUDGET  
RATING

**7.99**



As an arcade conversion, this Ocean release didn't work too well. As a film tie-in it was even worse, yet thousands of people were prepared to pay for it. Why? OK, so it wasn't too bad all those years ago, but today it looks old, very old.

Playing the part of Robocop, you must comb the streets in search of evil and lawlessness. The game is a typical Ocean conversion of old. That is, it's basically a typical shoot'em-up with a few token platforms and ladders thrown in for good measure.

At the end of each level you're given the opportunity to earn a few bonus points by either taking out a few mock-up targets or trying your luck with a photofit computer. The latter being the most enjoyable part of the whole experience.

Robocop isn't very impressive I'm afraid. The graphics are bland (the special effects, such as the crim flying through the window, are appalling), the digitised speech is dodgy but, above all, the game doesn't play particularly well and it's quite easy to beat.

## BUDGET SPECIAL

### RICK DANGEROUS KIKX



**79**

BUDGET  
RATING

**7.99**



Originally a Core Design game and published courtesy of Microstyle, Rick Dangerous could have had something to do with Core becoming an independent publisher. The success of this Indiana Jones style platform game was quite phenomenal and it still holds a respectable position in our super leagues.

As Rick Dangerous you must negotiate your way through four increasingly difficult levels avoiding hundreds of traps, obstacles and baddies. The major task is remembering the whereabouts of each trap, and when you've revised these positions it's a bit frustrating having to bypass them again and again.

The budget version features a level leap function which is good in a way if you can avoid the temptation of skipping the first three levels.

If you haven't experienced either Rick Dangerous 1 or 2, I suggest you give it a go now while it's cheap and available. It's a very annoying and frustrating experience, but it's good fun all the same.

## BUDGET SPECIAL

### IVANHOE THE HIT SQUAD



**43**

BUDGET  
RATING

**7.99**



Playing the part of a chivalrous hero named Ivanhoe, you must travel through five increasingly hostile lands, in an attempt to rescue King Richard. Along the way you'll meet evil adversaries in the form of wizards, pirates and dragons. You'll also discover powerful weapons which can be used against the feared opposition.

Ivanhoe sounds exciting, it also looks pretty good, yet the gameplay doesn't quite live up to expectations. Stripped bare it's just a progressive hack'n'slash, played on a pretty scrolling backdrop. It's just a matter of wandering forward a little and slashing a few baddies.

The initial difficulty level is a bit tough and getting to grips with the shield seems somewhat impossible. At the price I can just about recommend this to hack'n'slash fans, otherwise don't bother.



## BUDGET SPECIAL

### OTHER BUDGET TITLES RELEASED THIS MONTH

### ROTOX ACTION SIXTEEN

**69**

BUDGET  
RATING

**9.99**

A slow and boring shoot'em-up, that boasts the supposedly unique Rotoscope system.

### GHOSTBUSTERS 2 THE HIT SQUAD

**16**

BUDGET  
RATING

**7.99**

An appalling film license – avoid it. White elephant if ever there was one.

### MYSTICAL ACTION SIXTEEN

**45**

BUDGET  
RATING

**9.99**

Nice graphics and digitised sound, but the gameplay is thin on the ground.

### DOUBLE DRAGON 2 TRONIX

**27**

BUDGET  
RATING

**7.99**

Yet another crappy beat'em-up that fails to impress. But it's heaps better than Renegade.



# Rubysoft

# LOOK

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**CONGRATULATIONS TO MRS C HAYNES OF REDDITCH THE LUCKY WINNER OF THE RUBYSOFT PRIZE DRAW. YOU COULD BE NEXT**

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
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# Boggit's Domain

The next time you make the cold and windy journey down to the newsagent to buy Amiga Action, spare a thought for me. In the endless sunshine of the Great Wood I'm having a dreadful problem deciding where to hang my hammock. Still, you don't want to hear

about my troubles do you? I note that the three millionth Amiga has just been sold which means that, unlike our Atari brethren, things are looking sunny for us and we can look forward to loads of new and exciting software in the foreseeable future.

**D**espite the weather never seeming to change here, Spring is obviously happening unseen around me. Archimedes my owl is definitely looking the worse from wear. He stays out all night then falls through the owl-flap when the dawn is coming up. I don't know what he is doing in the branches of my tree in the early hours, but it doesn't half make my bed rattle against the wall. I think I'll have to put something in his liver sausage sandwiches to calm him down.

Did anyone else notice the stand at the 16-Bit User Show that was selling crash helmets for all Atari ST users? It appears that they wear them to protect their heads from woodpeckers.

## Recurring Nightmare

Well, have you bought your copy of Nightmare yet? Despite getting very high scores in most of the mags, this game received a couple of strange verdicts from others. For this reason you may be confused as to its true status, so let's set the record straight. If there is any justice left in the Great Wood, Nightmare deserves to become one of the great graphic RPGs of 1992. The gameplay compares with that of the legendary Dungeon Master and I haven't enjoyed playing any game as much as this in ages. Every gameplayer I have spoken to has said the same thing and they were all flabbergasted that any reviewer should think otherwise. I believe the major complaint was that the game didn't seem to have much

connection with its TV licence tie-in. Well who gives a monkey's whatsit about that!

## Physician Heal Thyself

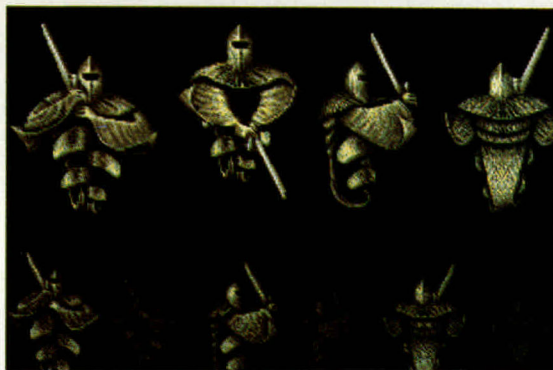
After a punishing round with the Nightmare's dungeon denizens, you'll want to do is hole up somewhere and tend your wounds. Find a door which you can close between yourself and the bad guys and get your priest toolled up with his Wand of Healing. It doesn't take long to realise your priest

must stand behind the hero you wish to heal, then blast the injuries with the healing wand. But how does the priest heal himself?

One way is to build up your wizard's priestly skills and let him administer first aid to the priest, (or devil-dodger as he's known in the Great Wood). However, the sneaky beggars amongst us have uncovered cleverer ways to solve this tricky mystery. Take one milk bottle and gulp down the nourishing contents. Don't throw the empty bottle away because now it can become a life saver. Have your priest hold the empty bottle in one hand when he casts any one of his many spells with the other. Now you'll find that the magic power of the spell has been stored in the bottle.

This handy pick-me-up can be drunk by any member of the team including the priest, and it will give the same effect as if they had just received a blast of the priest's wand. The beautiful doors with the large faces drawn on them act like mirrors to a blast of healing potion. Position your priest in the front rank and fire a healing bolt at the door to obtain instant relief.

The last trick is suitable for those of you who are fleet of foot. Fire a healing bolt down the corridor then chase after it. If you are quick enough you'll catch up with the potion and give yourself a blast of the good stuff. This is a lot easier if you first cast the Genie spell which gives you great speed. It also helps if you're not an old Boggit who's laden down with carrier bags full of mutton pies! Don't delay, give yourself a Nightmare today.



There are monsters beyond counting in Mindscape's Nightmare. The sword-slashing FrightKnight is just one of the many dangers that lie in wait to separate you from your baubles.





# Boggit's Mailbag

It's a long, long walk from the world of men 'till you reach that sunny glade hidden in the depths of Adventureland's Great Wood. It feels even further if you are the Goblin Postle who has to lug a humungous mailbag to Boggit's front door every month.

## Be Guided By Your Heart

At present I appear to be stuck in Sierra's excellent adventure 'Conquests of Camelot'. I have completed the Glastonbury Tor section and am now trying to find the Lady of the Lake.

However, I keep falling through the ice on the lake's surface. Could you tell me how to get across the lake to the Palace?

I'm also stuck in the cage in the forest of Space Quest II. Could you tell me how to get out? I know you can help me, so I place all of my trust in you.

**J. King, Brighton**

So you trust me do you? In that case, lend me a fiver until the Editor returns the fiver that I lent him. To cross the ice-covered lake



At the top of Glastonbury Tor lies a magic well. Only a true knight will have the power to ultimately wrest the secret from its watery depths and thus be able to meet the Lady of the Lake.

you need to be a pure knight with a trusting heart (Have you got that fiver ready?).

If you haven't got a pure heart, (and being a human I suspect that this is the case!) then you'll need to find one before you go any further.

During your travels on Glastonbury Tor you should have found a well at the top. If you manage to remove the lid and reach inside you'll find just the thing. This heart will be your guide across the ice. Say USE HEART and move slowly forward. When the heart is golden you are on the track, when it turns purple you are in deep water. The screens to cross are UP, LEFT, LEFT, UP. Save your game often because you are sure to go wrong at some point.

To escape from the Space Quest cage you must talk to the hunter who is sitting beside the fire. He will ignore you at first, but eventually your whining voice will irritate him so much that he'll come closer. I know how he feels. The voices of whining humans fill my dreams at night.

Once he gets near to you, throw the mushrooms at him. The mushrooms I am talking about are to be found beneath trees before you crossed the swamp. These babies give off a gas which would put an elephant to sleep.

Incidentally I don't object to dirty fivers – I know you humans tend to keep some disgusting things in your pockets.

## Dodgy Diving Techniques

Hi Boggit. I have been playing Sierra's Codename Iceman for months and I can't stand it anymore. Please tell me how to create a diversion when you are diving in the harbour. Every time I swim to the surface I die and the game tells me that I should have created a diversion. But how do you do this?

**A. Jorgensen, Denmark**

Maybe it's the air bubbles which are escaping from your breathing apparatus that are giving you away. I assume that they are air bubbles and not something else. It may be fear that's causing the problem. Which reminds me. What do you call an Atari user who farts in the bath and then counts the bubbles? A Puff-Adder! (Get a hold of yourself Boggit. You've been living alone for too long and your mind is going. – Ed).

Actually the real answer to your problem is the bottle from the ship's Cafeteria. Take it with you when you go swimming. Who knows, you might get thirsty. On the other hand if you are going to be stuck in a suit for a long time, an empty bottle might save you from having an embarrassing experience. Believe me there is nothing more unwelcome than a fart in a diving suit. (I'm warning you! – Ed).

Okay, the boring answer is this; Swim Left, Use Device, Swim up, right, right, right. Tie diver to pillar. Swim left, left. Wait for net to come down. Put bottle in net. Wait again, then go up.

## Powerful Words

Concerning Andrew Edwards' request for Ultima V's Words of Power. Here's how to find them. Go to West Brittany's Tavern and ask about the Dungeons by name. Or read on... Dungeon Word; COVETOUS AVIDUS DECEIT FALLAX DESTARD INOPIA DESPISE VILIS WRONG MALUM HYTHLOCK IGNAVUS SHAME INFAMA DOOM VERAM OCOR.

**Jonathan Gordan, Bath**

## Special Quests Revealed

Tamra Ross and Don Kittle from Calgary in Canada have come to our rescue by providing a list of the Special Quests for Eye Of The Beholder. I will also mention that if you would like the complete solution plus the maps, and you don't want to spend a fortune buying the official Clue Book, then you can purchase a Public Domain disk (No. V301) from P.D. Soft, 1 Bryant Avenue, Southend-on-Sea, Essex (0702 612259). So now you all know how I'm so smart!

Level 1 – Upper Sewer. In the southernmost corner there is a shelf guarded by two Kobolds. After killing them, replace the scrolls with a dagger.

Level 2 – Middle Sewer. Put the daggers that have been captured from the Kobolds into the dagger shapes on the walls.

Level 3 – Lower Sewer. After placing the four gems in the four eye sockets, remove them and take them with you.

Level 4 – Upper Dwarven Ruins. Pull the chain.

Level 5 – Dwarven Ruins. Pile rations onto the shelf in The Pantry (where the green potion of poison is to be found).

Level 6 – Lower Dwarven Ruins. Gather up the

Kenku eggs and put them in the room marked Nest. Before leaving the level take the eggs with you because you can use them later. And don't forget to say 'Hi' to the Chieftain Halberd.

Level 7 – Upper Drow. Place three Stone Portal Keys on the three shelves found in the room along with the five Stone Portals (Centre South of Level).



Keep an eye out for those dwarven symbols on the walls of the Beholder dungeon. If you are lost, this sign points the way through the illusion walls to even more unknown regions.

Level 8 – Drow Outcasts. You'll find a room with 12 Flame Gauntlets and a pressure plate in it. Place a dart on each Gauntlet and step on the plate to claim your prize.

Level 9 – Lower Drow. Find the wall with the message, 'It is written that a key lies on the other side'. Step back and throw an item at the message (this area is accessed from Level 8).

Level 10 – Mantis Hive. Locate the room with four alcoves, a Mantis frozen in each, and three shelves. Place a stone portal key on each and every shelf.

Level 11 – Xanathar's Lower Reaches. Find the Hall with many levers. Arrange the levers so that the second from each end are different from the rest, and place the three scrolls obtained by completing the quest on Level 7 onto the shelf at the south end of the hall. Now pull the closest lever twice.

Level 12 – Xanathar's Sanctum. When you find Xanathar, lure him deep into his own lair, (while all your characters are invisible) and use the Wand of Silvias to drive him into the alcove between the two Eye 'n' Pillar guardians (the one with the blood and second set of stone items in it). Now step in front of him to block him in his own trap.

## Kwik Kwik!

Have you ever noticed when an Atari Bore leaves the room, that it feels like someone interesting has just come in?





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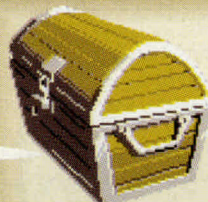
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### A Cracker of a Solution

I have been trying to complete *The Legend of Faerghail* for almost a year now and I just can't think of the answer to one of the riddles. The riddle is the one in the Dwarf Mines and it is as follows;

'What is it that not many like, but directs even the greatest of Kings' actions. It's much like a sword and made to cut, but it never draws blood. Even though wounding thousands it thieves no one, but it does make rich. It spans the whole Earth and makes life fit. The greatest of Kingdoms it has founded and built the oldest of them all, but it has never begun a war and the people who trust in it will live in plenty for ever more.'

C. Winyard, Brighton

Riddles should stick to being stuffed into Christmas Crackers where they belong. I don't mind jolly ones like, 'What is the driest thing in the world?'

Answer; 'A Frenchman's bath towel!' But I hate ones which lurk around in Dwarven Mines giving me headaches. In this case I had to ring up P. Hardy in Sheffield and frighten the life out of him to get the answer to your question. You see, you never know when the phone will ring and the Boggit will be shouting Boo! in your ear. The word is PLOUGH. It's easy really - I don't think!



I've had enough of constantly being attacked by hordes of wild beasts, but *Legend of Faerghail* is also crawling with deadly riddles to block your progress.

### Is Larry II getting on your Wick?

I recently bought *Leisure Suit Larry II* and I am close to completing it. I now need help to find a wick or a fuse so that I can blow up the elevator without being killed.

I am presently carrying a *Book of Matches*, *Hair Rejuvenator*, *Airsick Bag* and some Sand.

Paul Ellimah, London

The last time I went flying on a fellow wizard's magic carpet he gave me a bag to hold. It wasn't long before I found out why. When I had barfed up all of my breakfast, I found out that the bag's bottom went soggy pretty quickly because it was made of paper. Put the bag in the bottle to use it as a wick.

### Villain Revealed

Can you help? I am stuck mid-way through *Manhunter New York*. I am at the point where I have the code letters UCUC and

Score: 0 of 500

Rank: Novice



Upon entering the Krod TV Studios, only a brainless secretary stands between *Leisure Suit Larry* and the adventure of a lifetime. Are you going to let the nerd goof again?

have also obtained Module C. I believe the next move is to light the candles in the church in a certain sequence, possibly to create a star shape. I have tried for hours but with no joy.

S. Rock, Essex

Perhaps you should try playing with a new 'joy' stick. I assume that by this point you have been through the little bit of excitement in the Museum and found the dead body holding Module B. If you did, you should have examined the tattoo on the dead man's arm because that is the pattern which shows the candle lighting sequence.

Your other problem is the really tricky part of this game. Remember the body in the park? He tried to write down the murder's name but didn't have time to complete it. He wrote COO, presumably omitting the last letter. You already know that the bad guy's first name is Phil, from the message 'Phil is trouble.' Now use your MAD computer to try all the possible options of PHIL COO\*.

There are only 26 letters in the alphabet, so with luck you'll get there after at most 26 tries. I'll give you one hint - It isn't Phil Cool.

### Still Puzzle

I write to you with the fact in mind that *Cruise for a Corpse* is one of the hardest adventures ever. On the disk which I enclose with this letter is the a complete solution to the game which I slaved over all through the Christmas holiday. I was wondering if I could... ehem... err... get a little prize for it?

P.S. There are a few places in my solution where I have led you off track. But you have to do some work too, you know.

P. Barker, Halifax

Let me get this straight. You have sent me a complete solution which is wrong in a few places because I've got to do some work as well... Thanks a lot. A solution which is wrong is just what I need. In recognition of your wonderful present I've decided to send you a great game. There are a few problems with it. In fact there are a few disks

missing from the box - but you have to do some work too you know!

### Heaps of Abuse

I've had enough of you always abusing humans, so now it's my turn. What kind of a bloody weird name is Boggit anyway? It contains BOG and GIT. The presence of the word Bog is because you have all the charm and intelligence of a bog; and the word Git is there because that is what you are - a Git.

The dictionary states that a Git is 'A worthless person'. And you are not even a person. What do you have against the French anyway? I personally happen to be French and proud of it. So stop abusing the French or I'll come to your tree and terminate you with the help of my squad of life-size Space Marines.

V. Chuilon, A.E.R.E. Harwell

Very interesting. And how long have you believed that you have a squad of Space Marines which carries out your every command? You don't also happen to hear voices do you? Human readers will have noted your address is A.E.R.E which is the Atomic Energy Research Establishment. Were the rest of you aware that there is a crazy Frenchman who talks to spacemen, running loose at Harwell? That's all we need!







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### Stuck with a Lawyer's Bill

Yo Boggit! I'm afraid I'm stuck in Leisure Suit Larry III. I sold the piece of wood to the girl at the beach then went and saw the Cheri Tart Show. I talked to Cheri afterwards and offered her my land. I went to the lawyer and asked for a divorce. I now have to pay \$500, but I can't find it anywhere. By the way there is a mistake in the manual. You can't 'PICK UP THE WOOD' you have to 'TAKE WOOD'.

T. Burns, Manchester

I'm glad you explained the 'PICK' problem because I think I insulted someone last month who said he couldn't PICK it.

I remember the letter because it's so rare that I am rude to anyone that it stuck in my mind. To thank you I'll tell you how to solve your 'loads' money problem. Having explained to the lawyer that you want a divorce, she tells you that her receptionist will arrange to get the land deeds for you. Incidentally, what did you think about that typical American's kow-tow to Women's Libbers - female lawyer with male receptionist? (Pass the Barf bag!). If you leave the building and return a little later you can get the deeds from Roger, (providing he isn't busy knitting!) and you can take them to Cheri. Your money problems will now disappear automatically.



All of the monsters in the Knightmare quests are dangerous, but the guy has forgotten more about spell casting than you have had time to learn. If he wiggles his fingers, duck!

## Star Letter

### Growing Pains of the Safe Room

Boggy-Baby! I recently purchased Knightmare and it has to be said that it's a bloody good game. Having ventured into the depths of Quest 4 I am now stuck in a section labelled 'Hunt for the Switch'.

I have found this so-called switch behind a locked door, (I used the gold key). My problem is that I can't find out what it does.

I have rang up Mindscape's Technical Support department but they refused tell me the answer because they are releasing a hint book for it shortly. This means that I have to wait weeks before my men can tan some ass again, (an upsetting thought!). It also means that I will have to pay an extra 5 to 10 pounds to actually see the 30 pounds worth of game that I have already got. I think Mindscape are onto a winner don't you?

However, 'Ye of all Knowledge' could ye reach down and pull me from this slime. What does the dammed switch do?

Oh by the way, if you happen to print this letter and the scum-sucking piglet on Mindscape's Tech. Support line reads it, UP YOURS!

Chris Wright, Withernsea

I like your style human. Kick the opposition, but be respectful to the Boggit. That's the way I like my mail to read. Just for you I rang the game's creator to get a personal answer to your problem. He was in bed when I called but he was gracious enough to get up and talk to me. He's another human who knows who to be respectful to.

Tony says that you will have seen a room called the Safe Room when you first entered the fourth quest. I don't know where this room is because I aint got to the fourth quest yet, (no smirking at the back!) but it is near a ladder which leads to a Spider Breeding room and it is behind some door which is one of six. It appears that you should have already twigged that this room 'grows' bigger as you solve various puzzles. It is called the Safe Room because you can safely leave objects there during the game as you will be returning to it.

Operating the switch you have found just makes that room grow a little more and reveal another exit. With regard to the Tech. Support, I can see both sides of the problem. Mindscape are drowning under telephone calls, because this game does have some sneaky puzzles. At present they are getting 70 calls a day and it costs money to man the line and somehow they have to finance it. I know they are currently trying to turn Tony's own notes into English, (his words, not mine) so they can sell it and solve your problem as well as theirs.

At present they will only answer question about Quest 1 so don't bother to call if you have a problem which comes after that. I have been told that they had a middle-aged man crying on the phone the other day because they wouldn't answer his question. That wasn't you was it? Because your question was interesting, and because you showed due deference to a being greater than yourself, I'll find you something in my Prezzie Box. That's assuming Withernsea isn't in France.

### Help Required

You probably receive hundreds of letters regarding this game, but here goes anyway. I am playing Deuterous and it's driving me insane. Everything goes fine (i.e. I have 5 orbital stations; Earth, Leda, Titan, Phoebos and Mars and minerals are not a problem, then the damn Methanoids go and declare war on me. From that time on there is really no time to build enough defences (i.e. I.O.S. Drones) on my orbital stations. I can usually survive a few attacks but then my stations start to get captured and I'm history. Please advise me before I set upon my Amiga with my trusty lump hammer.

D. Meader, Southampton

You're wrong about all the mail I'm getting about this game because I don't. I've never even played it so I know nothing about it. I assume it's one of the 'Master of the Universe' games like Supremacy which is played by megalomaniacs who want to rule the cosmos. If anyone out there can help this sorry psychotic then write and let me know. There may be something in it for you.

### Hitting the Right Note

I'm getting nowhere with Maniac Mansion. I have looked for a plant to use the water and pepsi on, but I cannot find it. Only Chuck the Plant. I have tried to get Bernard to break some glass in the Piano

Room, but what glass? I pay £3.50 for your magazine each month so please help.

Felicity Grater, Droitwich

You mean people are paying for this magazine? I was told that we gave it away free to Prisons and Mental Hospitals. No wonder you are cross. In that case forgive me, I'll instantly drop what I'm doing and give you



Who's afraid of Maniac Mansion's creepy old house? Not the Boggit! If you need someone to hold your hand in the dark he's just the person to lead the way.

my whole attention. Bloody Cheek!

The glass you are looking to shatter is one of the crystals in the chandelier. The chandelier is that thing on the ceiling where you have a plain bulb hanging in your house, no doubt because you've spent all of that £3.50 you mentioned! To shatter it you must do the following. Go to the second floor and find the tentacle plant. Pass him using the fruit and drink then go up the stairs. In one room you will find a ladder leading up to the Green Tentacle's room. On the back shelf you'll find a record, and behind a speaker you'll find a key.

Take the record to the Music Room on the first floor where you can use the record on the record player and use the cassette on the cassette player. Turn on the cassette player then the record player.

When the music stops you will have a copy of the music on the cassette. Return to the Living room and play the cassette and just see what happens. Is that okay? Can I go now?

### Ode to Franta Fulin in Australia

The answer to your Space Quest II poser is to throw the flask from the escape capsule at the Orat. Incidentally what sort of name is Franta? Are you male, female or kookaburra? That's it for this month. I'll just take these scrolls to the mailbox up at the forest crossroads, then I can have the rest of the day off. I've had a look out of the window and I can see that it is a beautiful day with clear blue skies. I suppose that means I'd better take my snowshoes with me.

Send your letters to:

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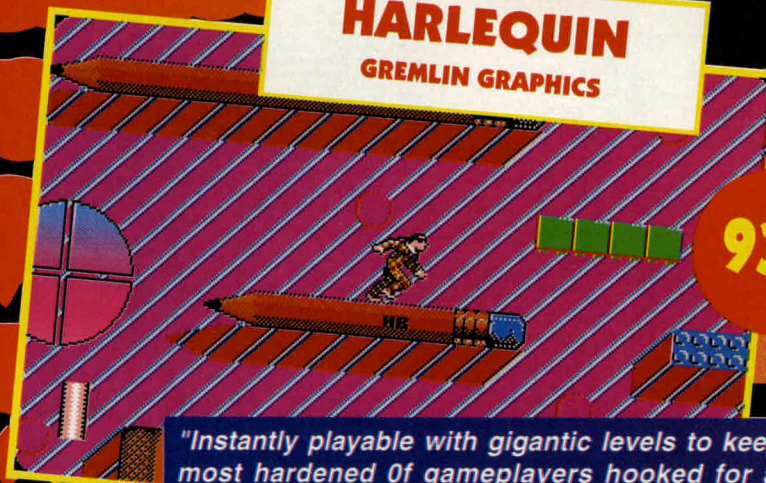
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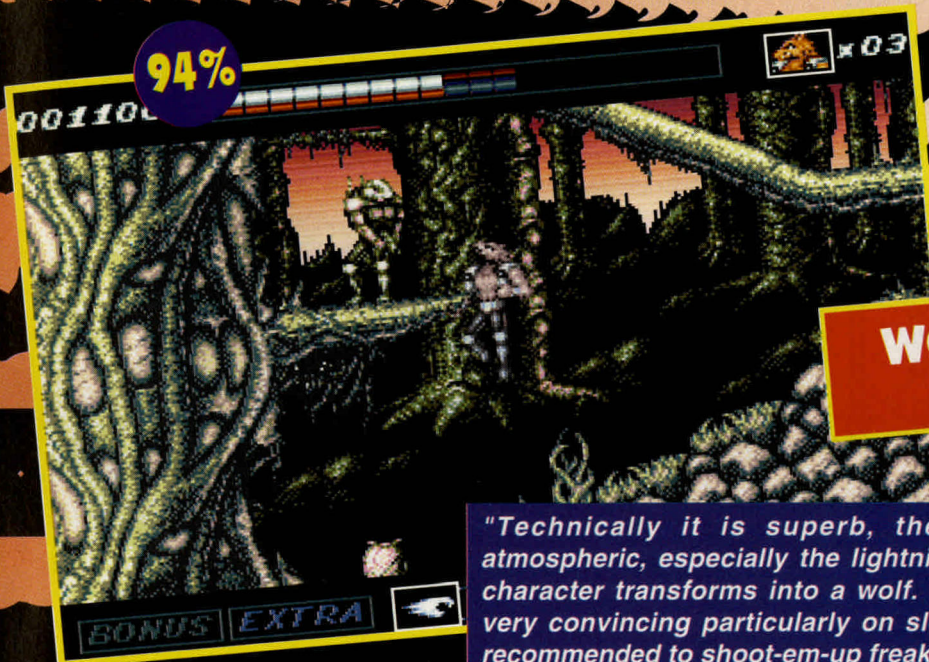
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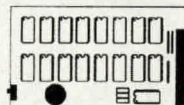
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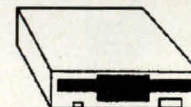
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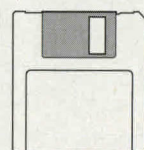
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I'm sure that

the creator of Windowsbench had exactly the same idea, as a result both disks are similar in content, with the Workstation possibly just having the edge thanks to a few handy extra utilities and its very own manual.

The Workstation is available from Database Direct. Tel 051-357 1275, price £3.75.

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If neither of the 'do it all' disks tickle your fancy why not build your own collection of essential software? To help you do it here's a list of those essential programs you must have on your shopping list:

## THE CLI MADE EASY

First and foremost get yourself a copy of SID, this is sure to be the most heavily used program in any collection. If you've lost sleep, files and valuable time struggling with the CLI, SID is quite simply a dream come true.



Copying, deleting, renaming listing, in fact almost anything to do with managing disks, it's ideal. Believe me this will be the best two pounds you'll ever spend.

## SAVING SICKLY DISKS

Second only to SID is Fixdisk, undoubtedly the best cure for corrupted disks and data. Once again the PD alternative is easily on a par with anything in the commercial market and often does a better job than programs twenty times its asking price.

Fixdisk examines faulty disks or files and will attempt to repair any damage. Its often been my last hope to recover a piece of valuable software. More often than not it's saved the day when all the others have given up for good.

## MUSIC MICRO PLEASE

Perhaps the premier PD music package has to be Teijo Kinnunen's Med. It's now available in both four or eight track formats. It's best to start with the four track version as it's cheaper and easier for a novice to master.

Med allows you to assign sampled sounds to each of the Amiga's four sound channels and then play them back in sequence. Aside from sequencing all manner of effects can be added. It even supports sample editing and Midi. A must for any Amiga muso.

## PD PROCESSING

If you fancy trying your hand at the written word it doesn't mean you'll have to spend a fortune on a commercial package. For example if you don't need graphics a PD text editor/word processor is ideal. Good examples are QED or perhaps Text-plus.

Make sure the editor/processor that you select will save out Ascii text. That way if and when you do upgrade to a commercial package your work can go along with you, and be imported into your commercial package.

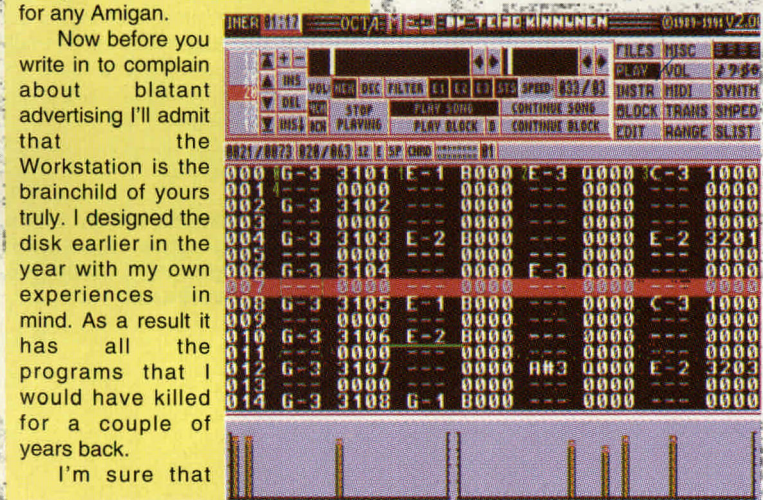
## CASHING CHECKS

By now you should have mastered your Amiga, topped the charts, and written a classic. Now it's time for you to keep a record of your growing finances and log all your essential information into your very own data base.

If you need either a data base or a personal finance manager look no further than Amibase and Amicash by Keith Grant. Once again both programs are on a par with their commercial alternatives and only cost a fraction of the price. Amibase being particularly impressive. A must for anyone with a bulging disk box or mountainous record collection.

All the programs listed are widely available in the PD and shouldn't cost more than a couple pounds each. If you're the proud owner of a new 500 plus check that the software works with WB 2 before you buy.

If you have any questions, complaints, unwanted presents or problems drop me a line, you'll find the address near the flannel panel at the front of the mag. Until next month, bye for now.







## FAITH RESTORED

I would like to say that my faith in mail order companies has been restored, by one in particular. Fiction Factory Mail Order of Stoke-On-Trent.

After so many disappointments in the past, a friend of mine told me about the first class service he had received from them. So after reading their advertisement in your excellent magazine, I placed my order with them and sat back preparing for a few days or perhaps weeks for the arrival of my game. But to my amazement it arrived the following day. Since then I have had three orders dealt with by them and the following day the software has been delivered.

I am not the sort of person who throws out compliments unless they are thoroughly deserved, and I felt that I had to put pen to paper in the hope that perhaps some other mail order companies will read this and hopefully get their act together. You never know, they may even put the customer and not their bank accounts first! Surely if this company (Fiction Factory) can be civil, helpful and prompt then why can't some others?

J T Wilkinson, Rhyl

After receiving a number of complaints aimed at mail order companies, it's nice to receive a letter of of such praise. Lets hope that Fiction Factory keep up the good work and continue to put their customers first.

## FISHY GOINGS ON

What are you up to? Why did you insist on reviewing Robocod in both the November and December issues of Amiga Action? It really makes you wonder what goes on in your offices.

Tim Andrewatha, Dorset

As it happens Tim, we didn't review Robocod twice. The November feature was merely an In Progress report, hence the reason it didn't receive a percentage rating or league placing. The game was reviewed in the following issue.

## SIMON SAYS...

I have subscribed to Amiga Action for the past year and I don't intend to subscribe again. I would like to make the following remarks about your magazine and magazines like it, since they all share similar problems.

Obviously most of us have to buy computer magazines regularly because being game-players we need some guide to newly released games since most of them are appalling.

However, it seems that your magazine has a rather peculiar notion of just what a review is. Looking up the word 'review' in my dictionary I found the following relevant entry:

"A critical assessment of a book, film, play, concert, etc., especially one in a newspaper or periodical." The important word here is "critical", the idea being to draw out and examine what is negative in a game within the limits of the Commodore Amiga's capacity as a computer.

I do not wish this letter to sound patronising, but it seems that almost all your reviews are purely descriptive. They simply begin by saying what the game is about and progress to say what happens. I have on several occasions bought games on your recommendation (Turrican 2, Warzone, Magic Pockets, Alien Breed) which have all turned out to be problematic in one way or another.

For example, it seems one of the central characteristics of a great game, technical details aside, is that one should be able to progress through the levels and yet many games you review are hopeless in this respect. For example, take Turrican 2; what made the original so good was the abundance of lives which allowed one, with skill, to progress and yet the sequel was virtually impossible.

Similarly, Magic Pockets would have been ten times the game it is, had it followed the Bitmap Brothers' classic Gods by having a password system. In the absence of such a system one is doomed to forever get through the first world time after time. These seem important factors a review might raise.

The case of Alien Breed is similarly interesting. I have read at least four reviews praising the game yet I have now bought it and returned it twice because there has been a problem with the aliens which would not die on being shot. On taking the game back I was informed that there had been problems, yet no magazine has mentioned this.

Furthermore, it seems that your reviews are simply not thoughtful enough. For example, one of the hallmarks of a great game like Turrican or Gods is that once one has killed an approaching baddy it remains dead. This I think, is of some

importance because it allows one to plan one's assault.

However, Alien Breed, like Warzone, is a game where everything returns time after time and all one can do is go on as quickly as one jolly well can. One usually gets bored very quickly because the main sprite is quickly overwhelmed and since has little chance.

I would suggest that all reviews should mention how many lives one begins with, how many power-ups there are, how effective the weapons are and, more importantly, just how far one can realistically get in a game (and hence how long the game will remain playable). I bought Warzone on the strength of your review yet the game is simply stupid in two player mode because the action remains identical to that of a one player game.

I hope you appreciate how interesting the ramifications of my next point are. It is tempting to borrow pirate copies of one's games, cheats and all, simply to see what the rest of the game is like.

Simon Charlesworth, Rotherham

There are quite a few interesting points raised here, some of which are justifiable, others which are not. Firstly, I wouldn't agree with your comments that suggest Turrican 2 is impossible to complete due to the insufficient supply of lives. Maybe you're underestimating the potential of other games players. I for one have seen Turrican 2 completed without the aid of a cheat.

I'd also like to rectify another point. Magic Pockets does in fact incorporate a level jumping facility. By manipulating several bonus objects in the appropriate manner, it's possible to skip a number of levels in one pass. Obviously this does take a fair bit of 'sussing out', but in the long term, it should prove to be quite intriguing, and more effective. Such a procedure is listed in last month's Small Tips section.

Having said that, many newly released products don't offer any level jumping facility whatsoever, which, it has to be said, is very infuriating. Magazine reviewers are guilty too, in a sense that password systems and the like are rarely mentioned. This is possibly due to such facilities not

being entirely linked with the gameplay itself, which is surely the most important factor of all. Sticking with gameplay, we didn't encounter any problems with Alien Breed, therefore it would have been impossible for us to highlight any such problems.

All of your other points you raise are true, yet using pirate copies to judge new titles isn't an honest answer to the problem. It is possible to view most games in computer specific shops before you actually purchase the product. If you're still reading Amiga Action Simon, write in and tell us what game you'd like as a prize.

## CHARLIE SAYS...

Having read the Superleague pages in December's issue of Amiga Action, I found that Final Fight was placed 2nd in the league and International Karate+ in 3rd position. However, in January's issue, International Karate+ could be found in position 3 and Final Fight in position 4. Is this some kind of mistake or is it intentional? Please explain why this sudden change.

Charlie Clark, West Kensington

We all felt that the Amiga Action Superleagues needed rectifying in certain areas, mainly because it takes a long period of time to judge a game entirely. Some games seem very impressive when reviewed, but don't always have the long term lasting appeal of other, similar releases.

Pro Tennis Tour 2 is a fine example of this and, therefore, it too was moved further up the league, above games which haven't fared as well. Anyway, the difference between any game rated with an accolade as opposed to being recommended is only fairly marginal.

There were also too many older games in the league that didn't really deserve awards any more, so there was quite a lot of streamlining in the leagues' lower regions too.

Send your letters to:

Peter Lee, Talkback, Amiga Action, Europress Interactive Ltd., Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.

# Talkback







# AND FINALLY...

Yawn! Once again the And Finally... page has been dedicated to – yes, you've guessed it – various news items. US Gold have Links, a golfing simulator, which made such a massive impact on the PC and we also have Stereo Master from Microdeal, an advanced sampler for all you musicians out there...

## LINKS — US GOLD

Although it has taken a considerable length of time to convert Links from the PC to the Amiga, we can all now look forward to seeing the finished product in April, although we will of course run a comprehensive review before this time.

Links is probably the most advanced golfing simulator around on the PC but whether or not this will prove the same for the Amiga is another matter. Links uses HAM (Hold and Modify) visuals for the courses which although very pretty looking do take a while to draw. However, it must be taken into



consideration that the version used in this news piece was an early production copy.

What more can you say about a golf simulator? You play a guy who loves to whack little white balls across one field and then walk for an hour to the next. For a more in-depth analysis you'll have to wait

until next month's glorious Amiga Action. As mentioned before, Links will be released in April with the price yet to be announced.

Unfortunately it will be 1-Meg, hard disk only, but as they say at St. Andrews, "There's ne'er a kweek gla foog as nip oddla inna bleep kwag foore!"



## STEREO MASTER — MICRODEAL

First of all the price – unfortunately, I've lost the piece of paper on which the afore-mentioned piece of very important information was printed in a very legible black on white (*What a geek! – Ed.*), (*Hang on a minute I am the Ed! – Ed.*), but we will have a full review for you next issue, so there!

Stereo Master is the latest in sampling utilities from Microdeal who have produced some really superb music programs in the past. Now, I don't really know a lot about music packages so here's a quick run down on what it boasts...

Stereo Master includes four pieces of software – the sampler, special effects utility, the analytical utility and the sequencer. The main interface is the sampler which features real time record, fade in

and out, selectable trigger volumes (whatever they might be), as well as full editing and control facilities.

Stereo Master should be in the shops even as I write.



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Watch out for the April Issue.  
On sale Thursday 19th March.

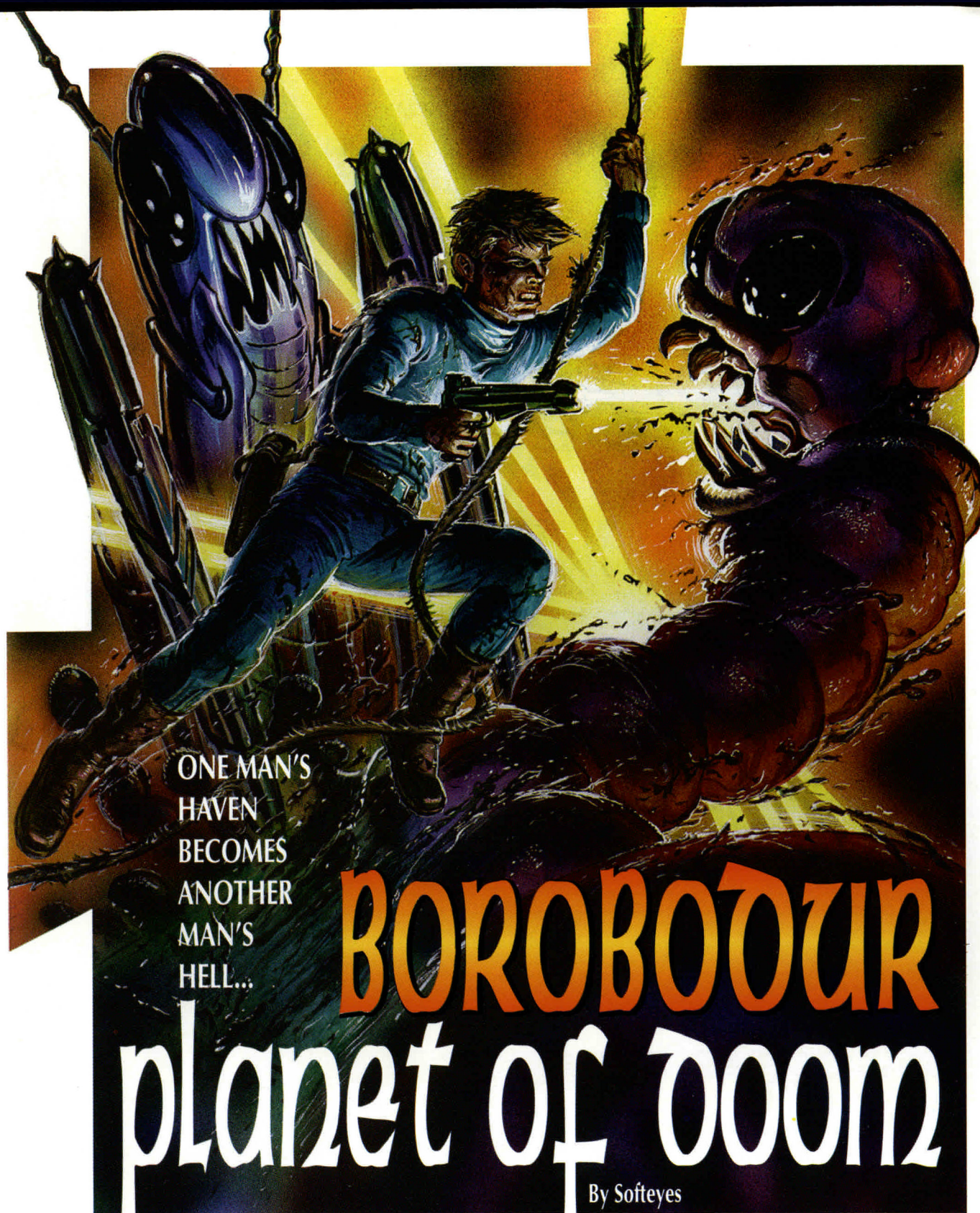
### Credit Where It's Due

We would like to take this opportunity to thank the wonderful people at Games Workshop for use of their material on our recent Space Crusade review as credit wasn't acknowledged at the time.



# THALAMUS

EUROPE



ONE MAN'S  
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MAN'S  
HELL...

## BOROBODUR planet of doom

By Softeyes

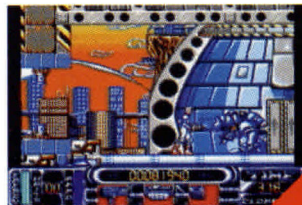
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